

Date 04/02/15

# “The More You Moe Pt 1” 1034-224 Original Board



- Board Team Final 04/02/15
- Network Approval Board
- Record Board
- Animatic Scan Board
- Conformed Board
- Design Board
- Final Board

Adventure Time Created by  
Pendleton Ward

Supervising Director  
Andres Salaff

Storyboard by  
Tom Herpich &  
Steve Wolfhard

# ADVENTURE TIME



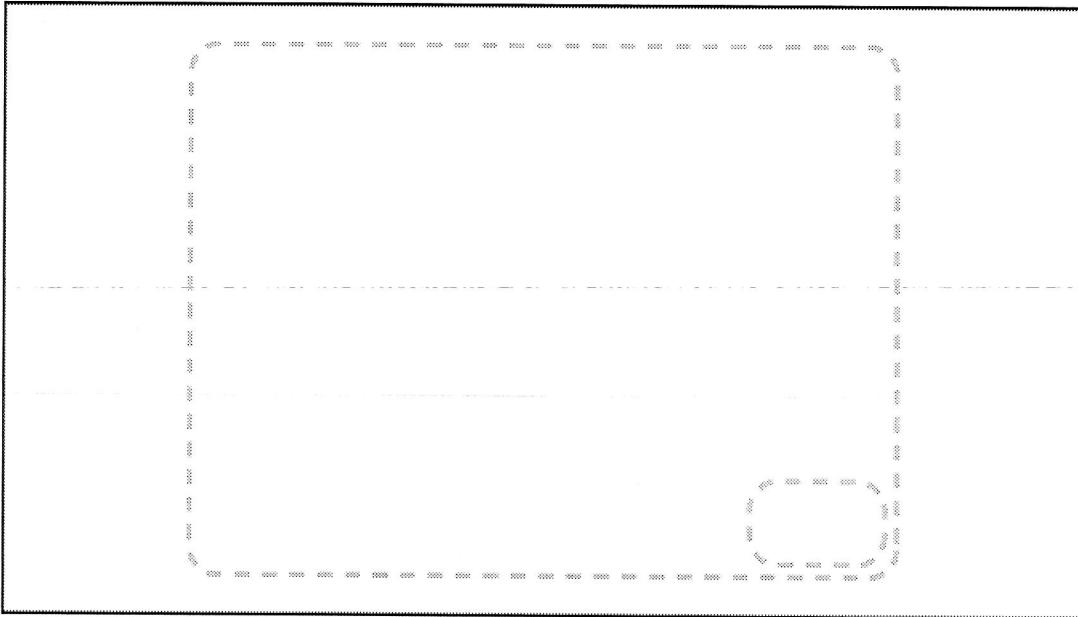
Page \_\_\_\_\_

Sc.

Pnl.

Bg.

day night

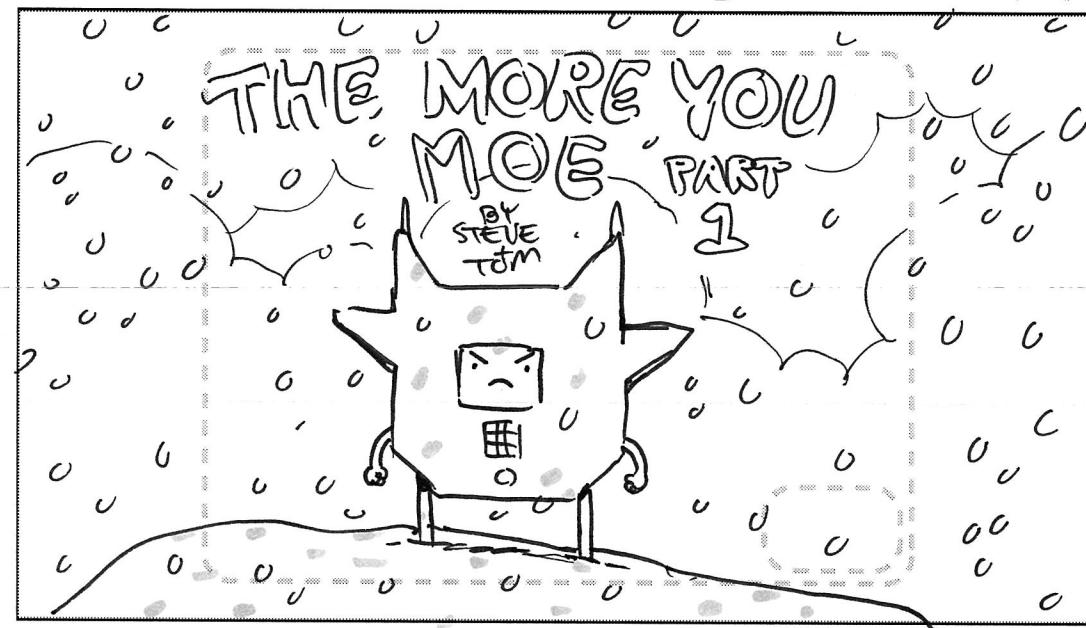


Sc.

Pnl.

Bg.

day night



Dialog:

Action:

Timing:

Production :

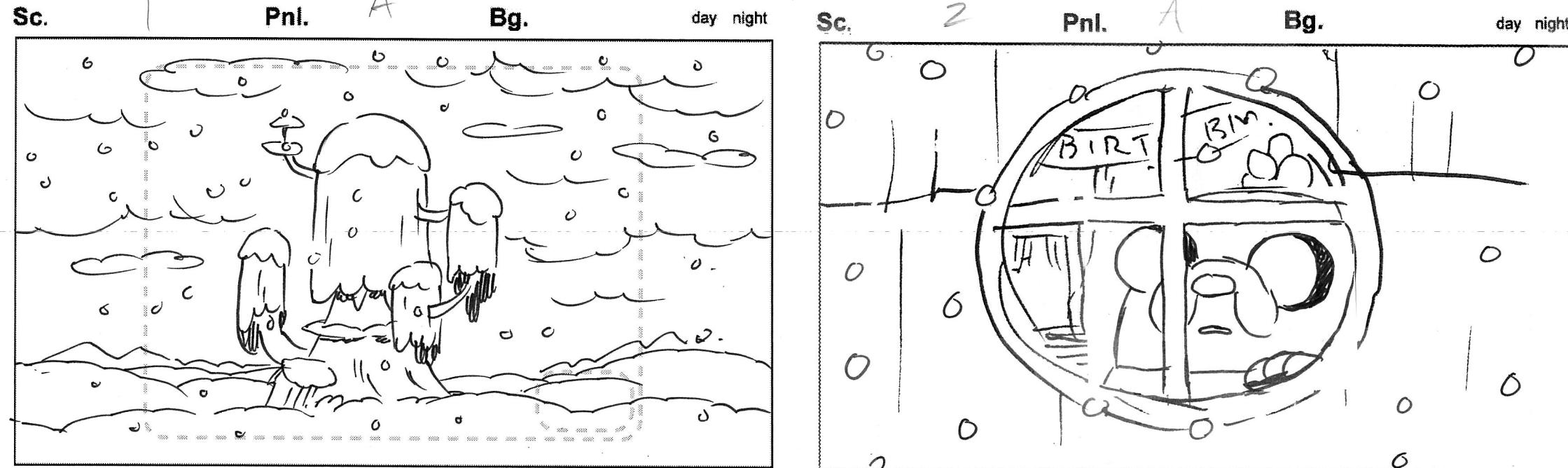
1034-224

EPISODE #

# ADVENTURE TIME



Page 1



Dialog:

JAKE (OS) Man, birthday-holiday overlap. That's some tough luck...

(J.) Everyone's all jollied-out when it's your turn for jollies...

Action:

Timing:

Production :

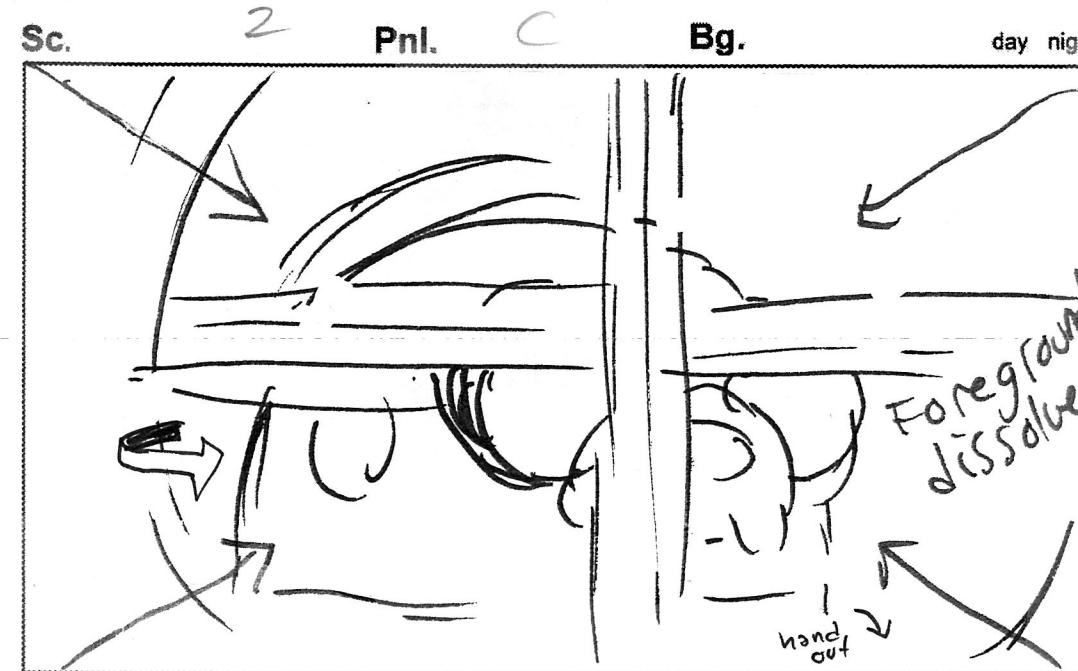
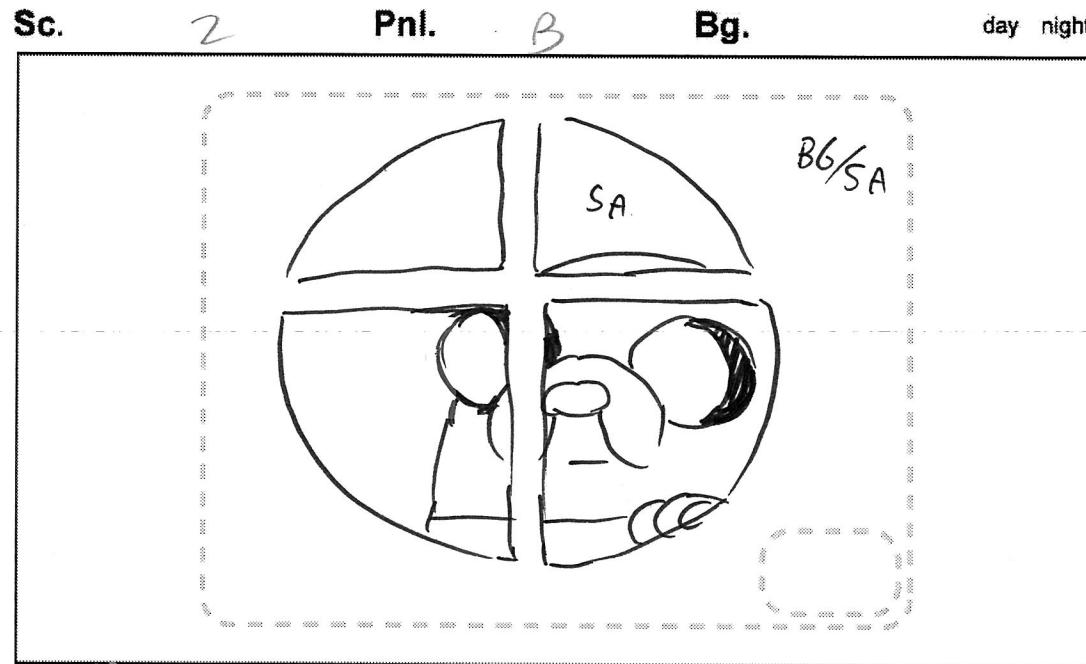
1034-224

EPISODE #

# ADVENTURE TIME



Page 2



Dialog:

(FINN OS) Wee!!...

Action:

- Camera trucks through window. Glass and frame dissolve as they hit the camera plane.

Timing:

Production :

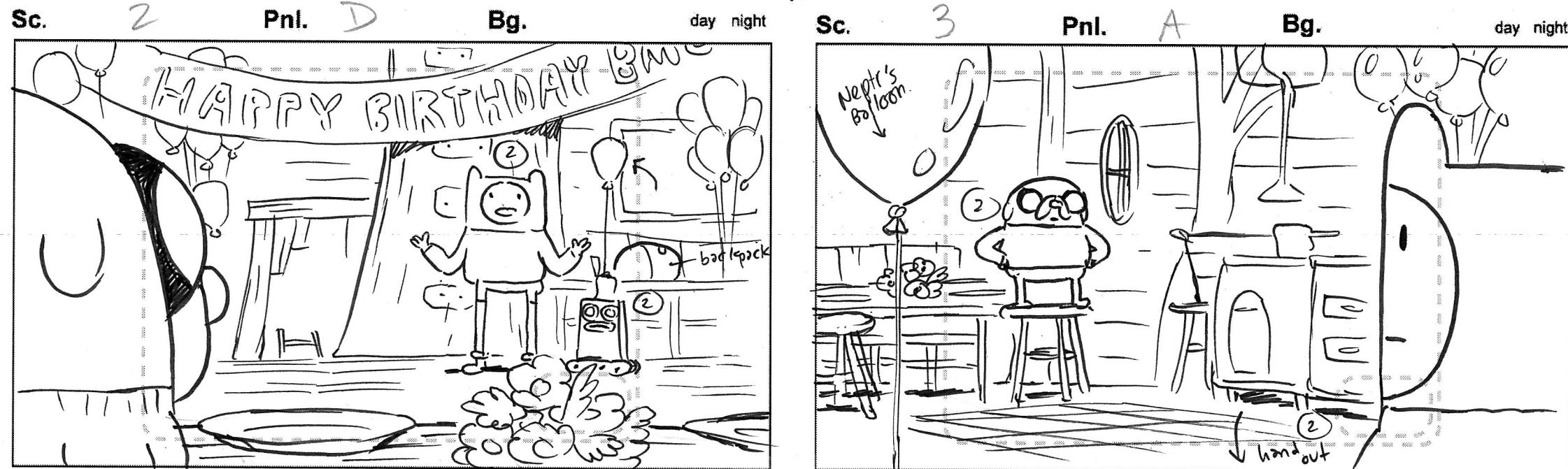
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EPISODE #

# ADVENTURE TIME



Page 3



EPISODE #

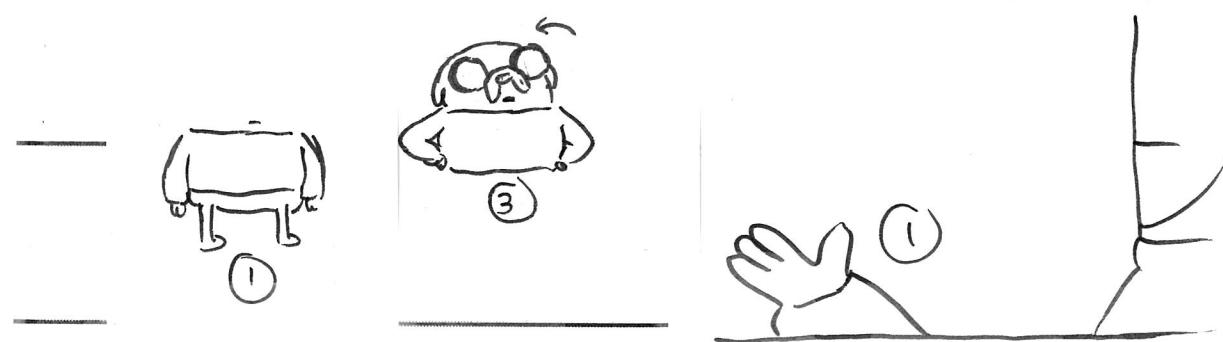
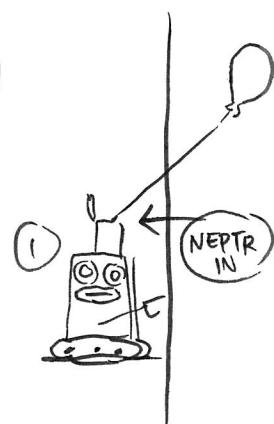
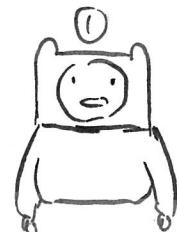
1034-224

Dialog: F: ① You know it's not actually the  
holidays.  
② Plus BMO wasn't actually  
even really born.

⑤ ① ② Well I suppose...  
③ But you don't gotta be so  
technical about it.

Action:

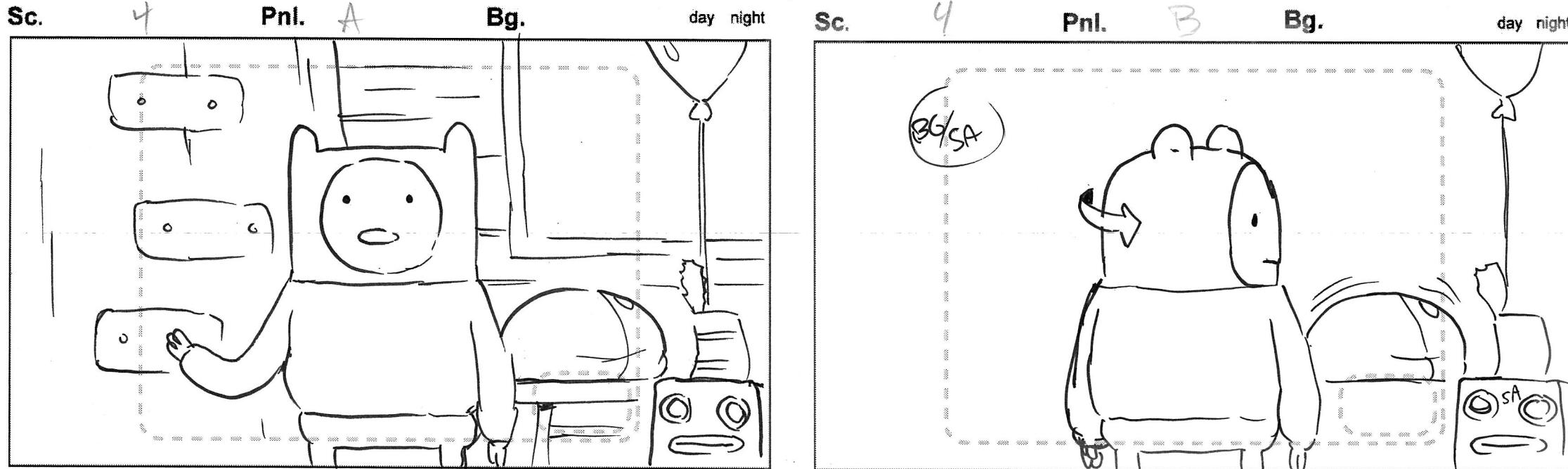
Timing:



# ADVENTURE TIME



Page 4



Dialog:	<p>(FINN): Listen alls I'm saying is -- (interrupted)</p>	SFX: - cel phone - - Rings -
Action:	<p>- Backpack vibrates as phone rings inside</p>	
Timing:		

Production :

1034-224

EPISODE #

# ADVENTURE TIME



Page 5

Sc.

4

Pnl.

C

Bg.

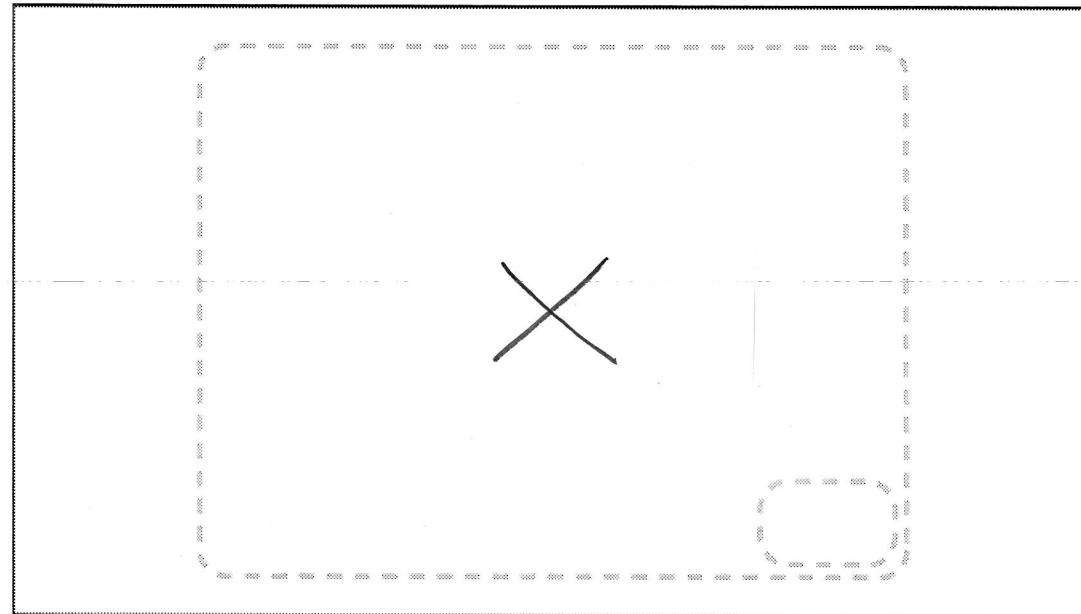
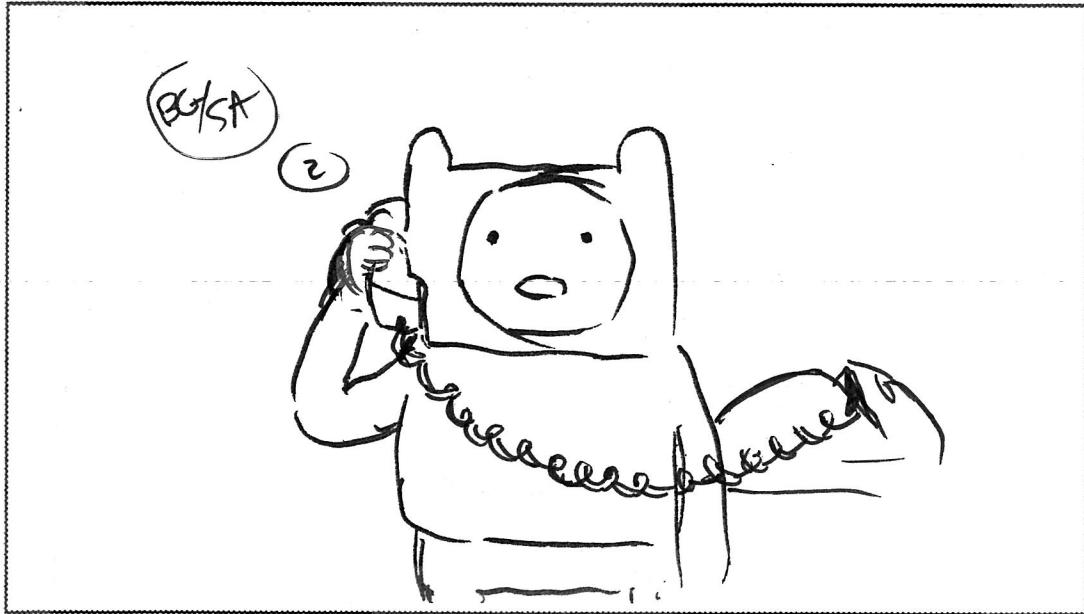
day night

Sc.

Pnl.

Bg.

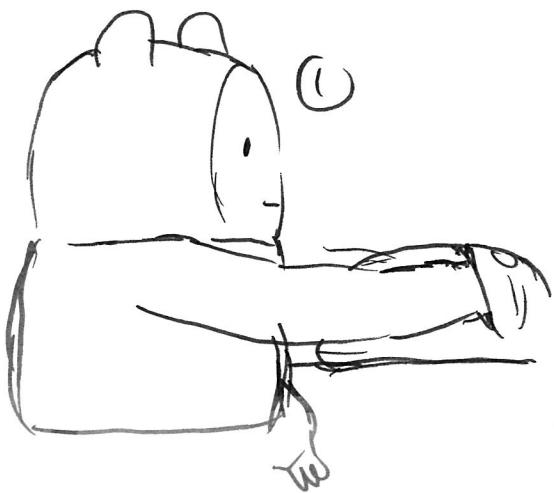
day night



Dialog:

(F:) Hello?

Action:



- Finn reaches into backpack  
and pulls out phone.

Production :

1034-224

EPISODE #

# ADVENTURE TIME



Page 6

Sc.

4

Pnl.

D

Bg.

day night



Sc.

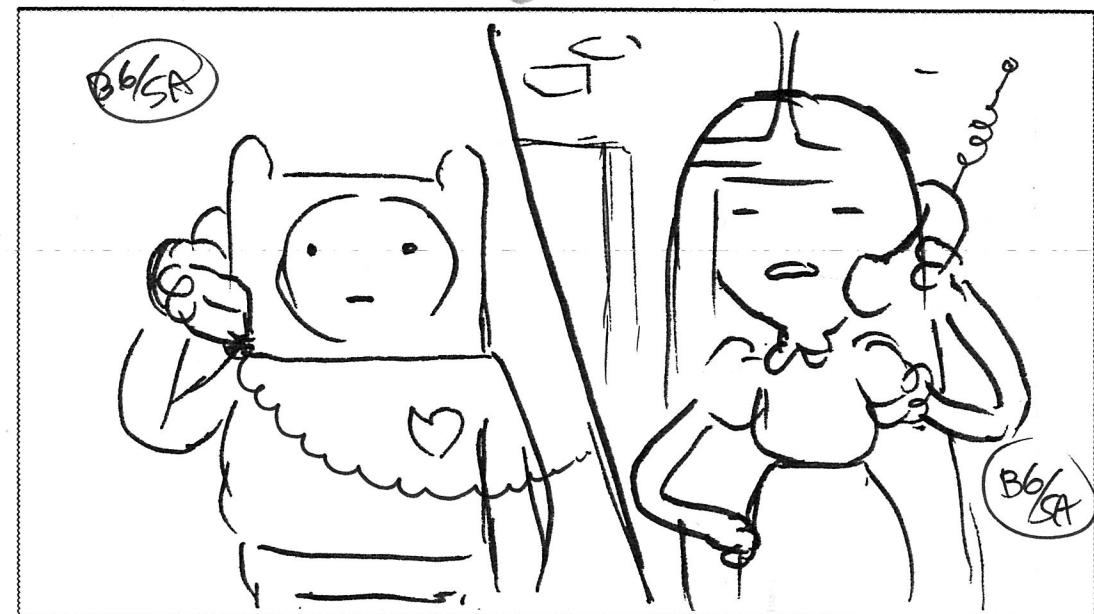
4

Pnl.

E

Bg.

day night



Dialog:

(PB) Hey it's me -

Action:



PB is awash/assaulted by tie-dye  
Rainbow light barrage  
throughout all her scenes →

Timing:

- PB's eyes narrow  
slight when she  
removes her hand

(PB) Hey is there a big  
rainbow over your  
house right now  
spelling out "HAPPY  
BIRTHDAY BMO"?

Production :

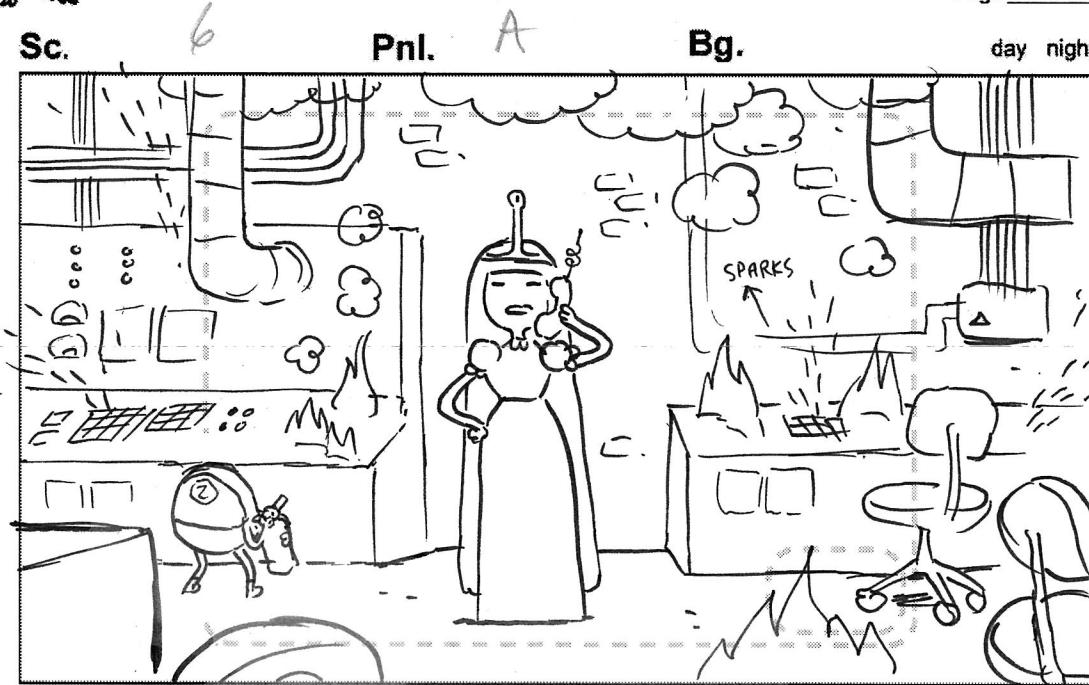
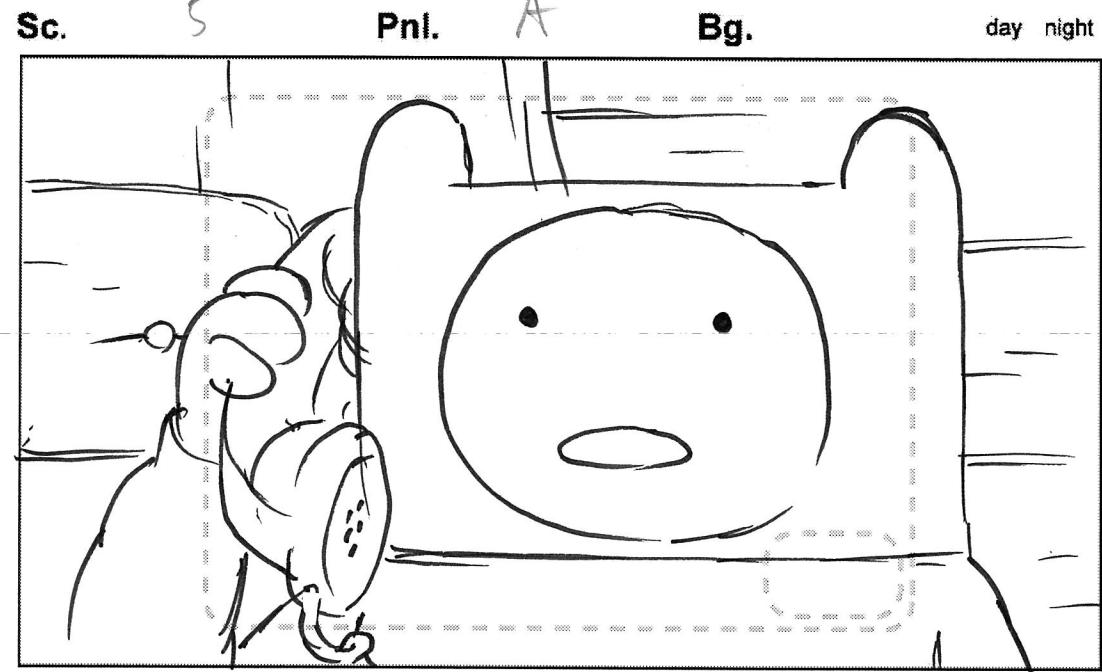
EPISODE #

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# ADVENTURE TIME



Page 7



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EPISODE #

Production :

Dialog:

(FINN): No - actually it's snowing like crazy.

(PB): okay that's what I was afraid of -

SFX: PSSSH! (fire extinguisher)

Action:



Timing:

(ALT): okay, that's what I thought -

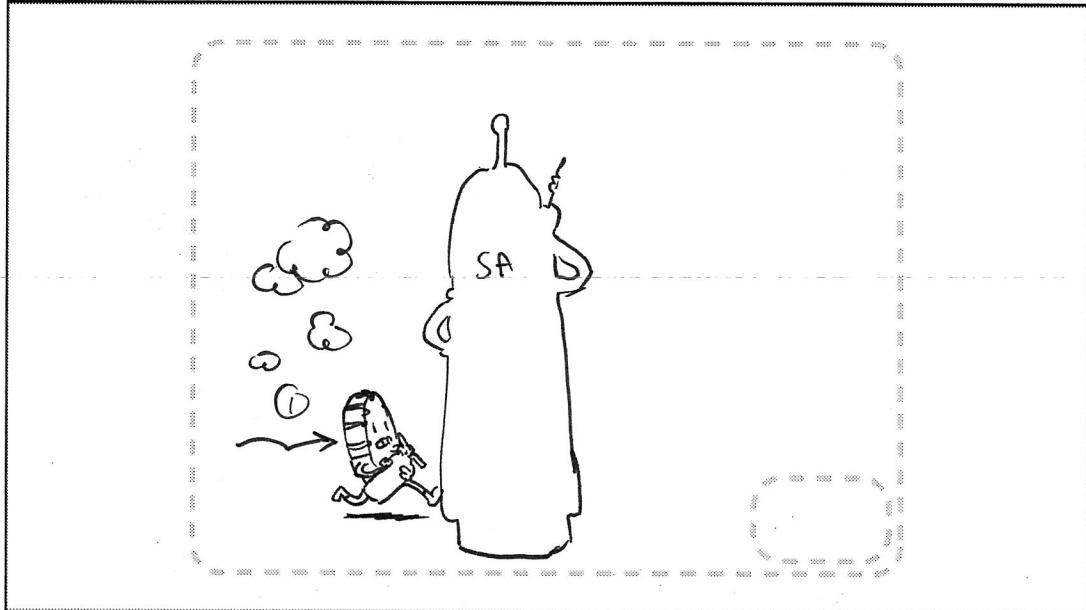
- Peppermint Butler shakes fire extinguisher then sprays it on flames.

# ADVENTURE TIME

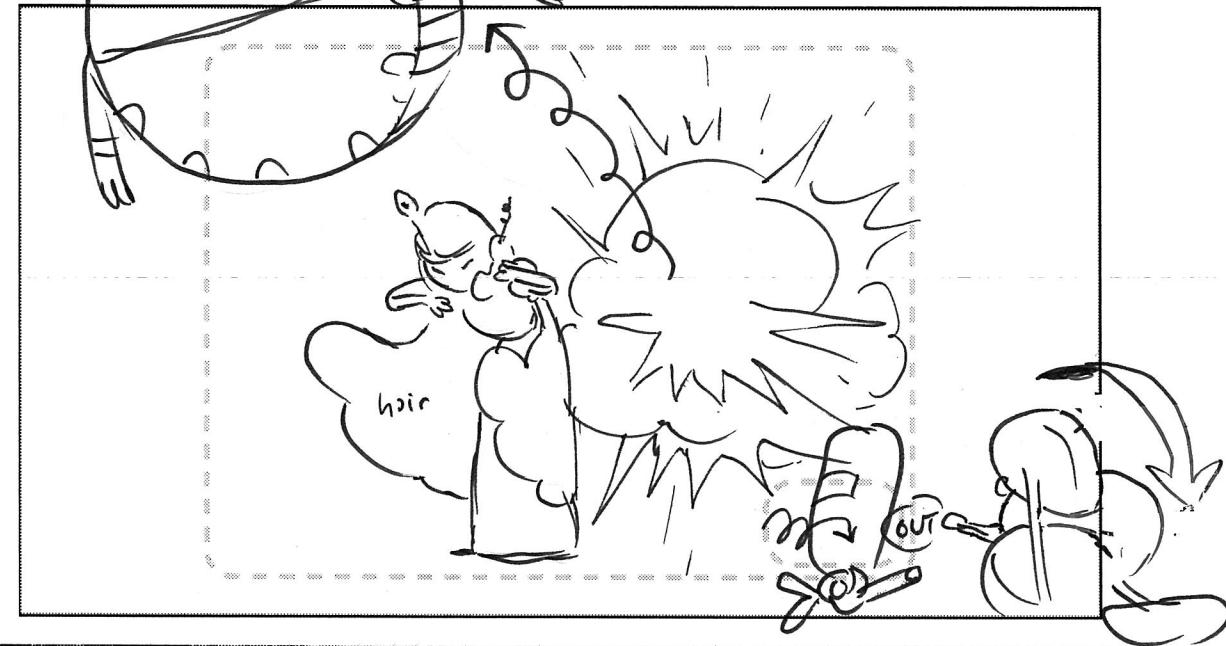


Page 8

Sc. 6 Pnl. B Bg. day night



Sc. 6 Pnl. C Bg. day night



Dialog: (PB) Peppermint Butler spilled grape juice on my experimental weather machine, and now it's going really kablooey.

SFX: BOOM!

Action:

-Pep But runs to other control panel and begins shaking fire extinguisher, but is blown offscreen by explosion

Timing:



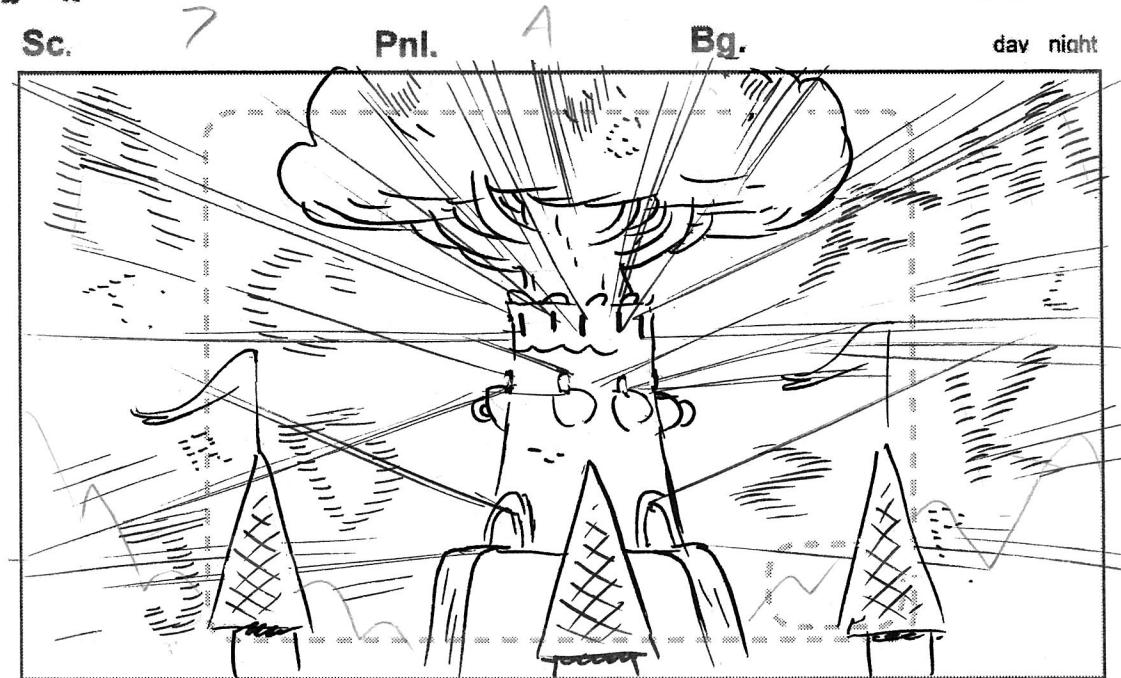
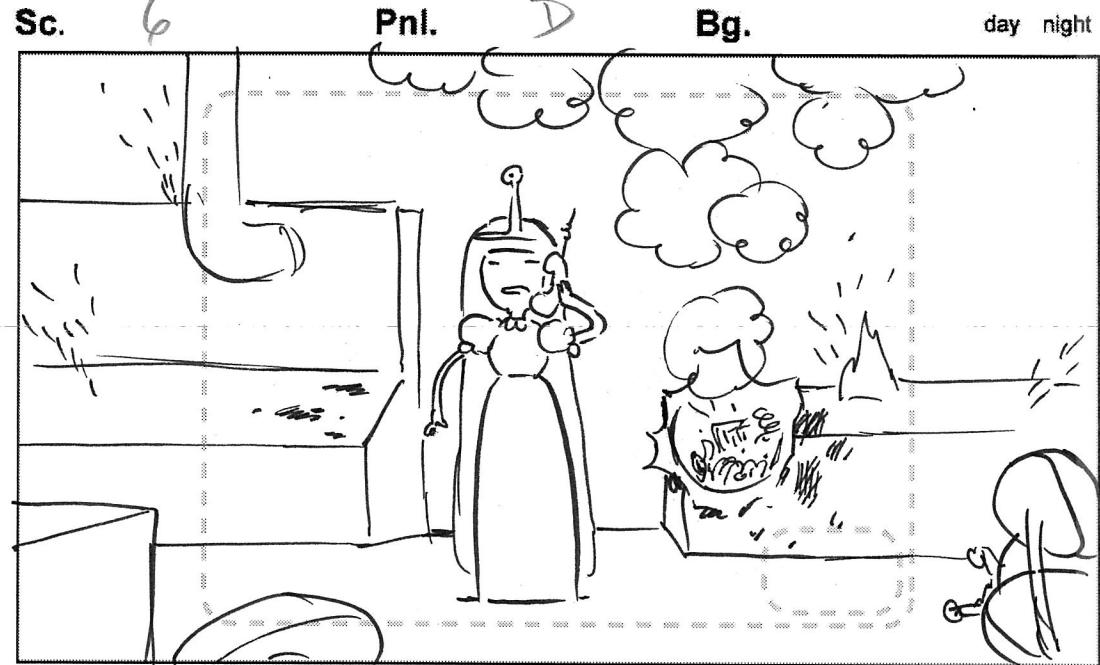
Production :

1034-224

# ADVENTURE TIME



Page 9



1034-224

EPISODE #

Production :

Dialog:

(PB) ... I've gotta stay here  
and fix this -

(PB OS) Tell BMO I'm sorry  
I missed the party.

Action:

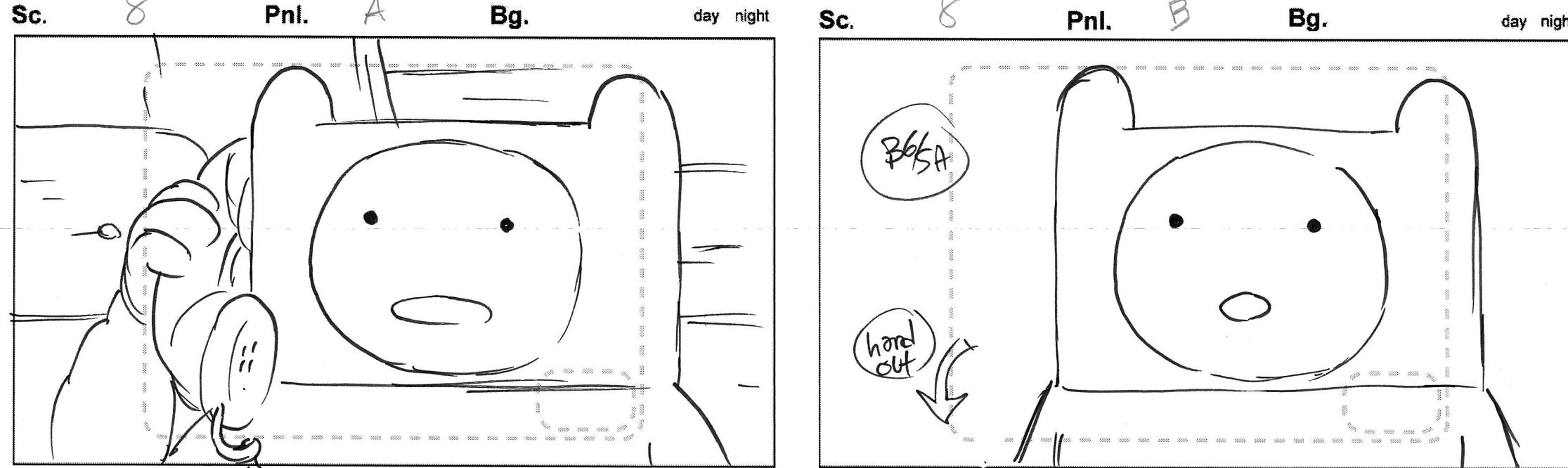
- Rainbow light sprays out of castle.

Timing:

# ADVENTURE TIME



Page 10



EPISODE #

1034-224

Production :

Dialog:

(F:) That's okay, BMO  
doesn't care-;CLICK;

(ALT:) That's okay, BMO didn't invi-;CLICK;

(F:) BMO only cares about  
ONE special guest...

Action:

Timing:

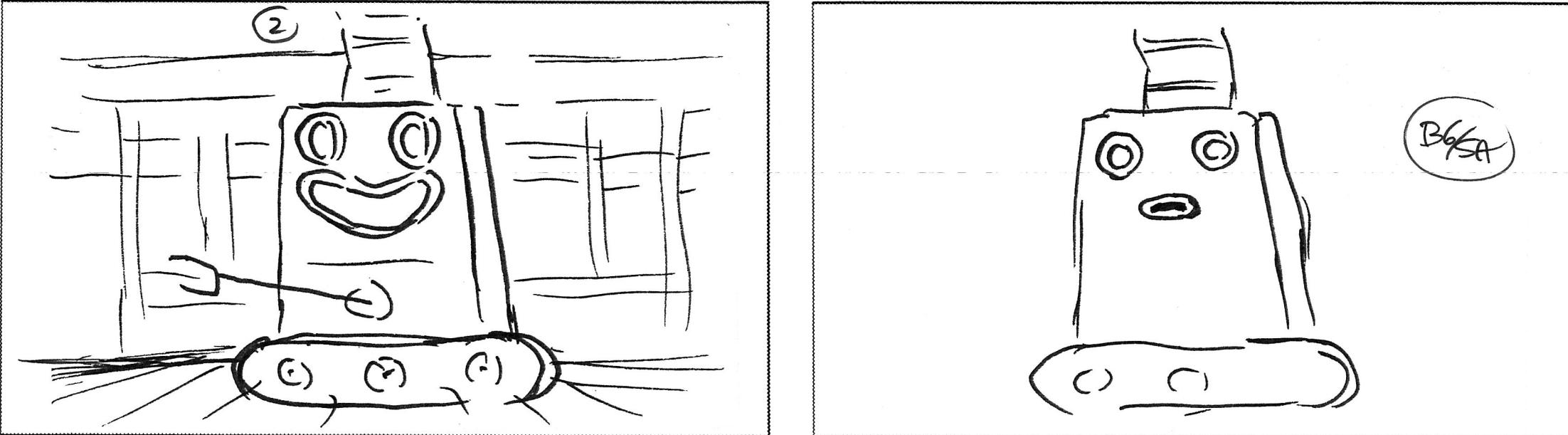
# ADVENTURE TIME



Page \_\_\_\_\_

11

Sc. 9 Pnl. A Bg. day night Sc. 9 Pnl. B Bg. day night



Dialog:

NEPTR: \* BIG SLOW GASP \*

Action:



Timing:

BMO: OS MCE!!

Production :

1034-224

EPISODE #

# ADVENTURE TIME



Page 12

Sc.

16

Pnl.

A

Bg.

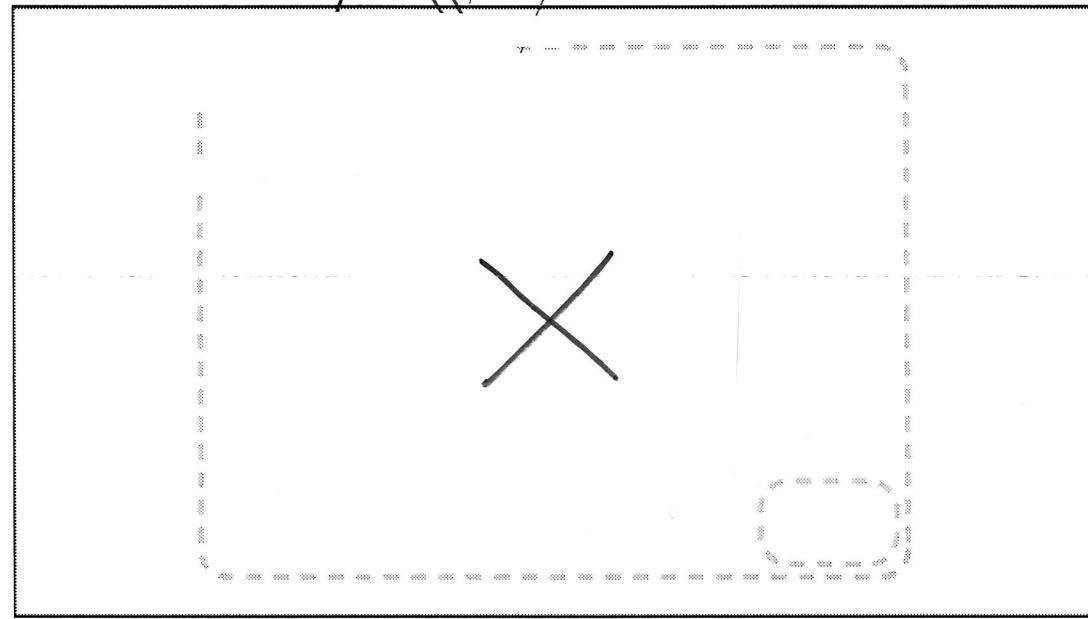
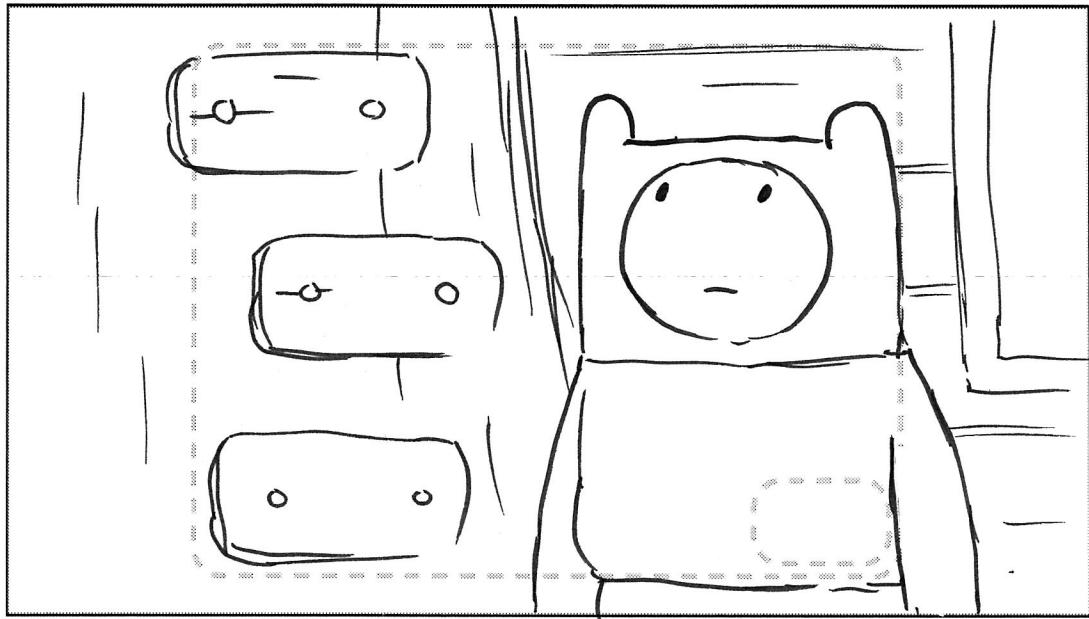
day night

Sc.

Pnl.

Bg.

day night



Dialog:

Action:

Timing:

Production :

EPISODE #

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# ADVENTURE TIME

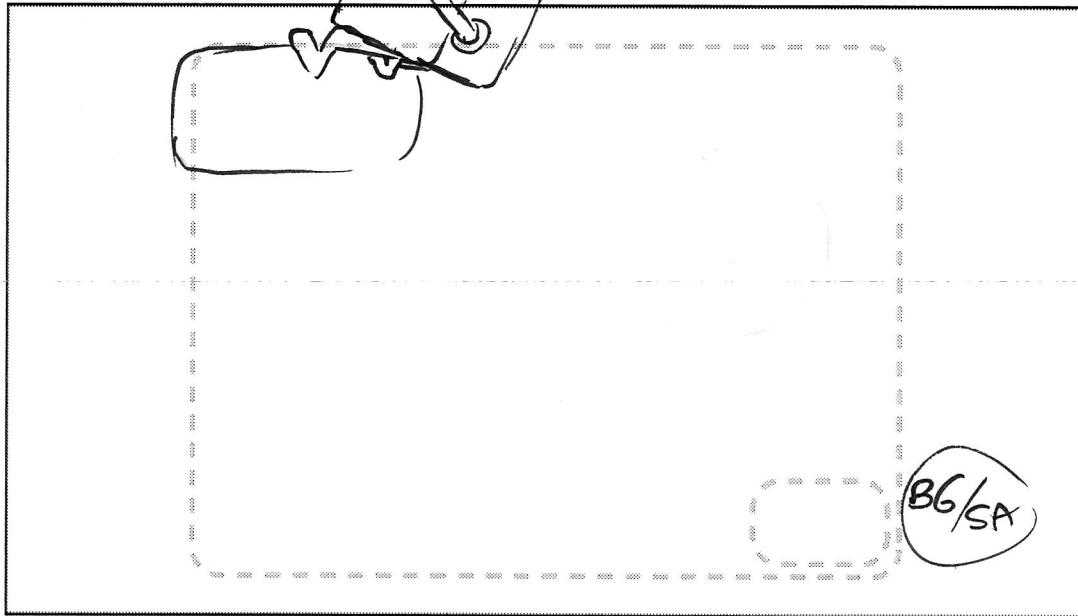


Page 13

Sc. 10

(IN) ↓ Pnl. B Bg.

day night



Sc.

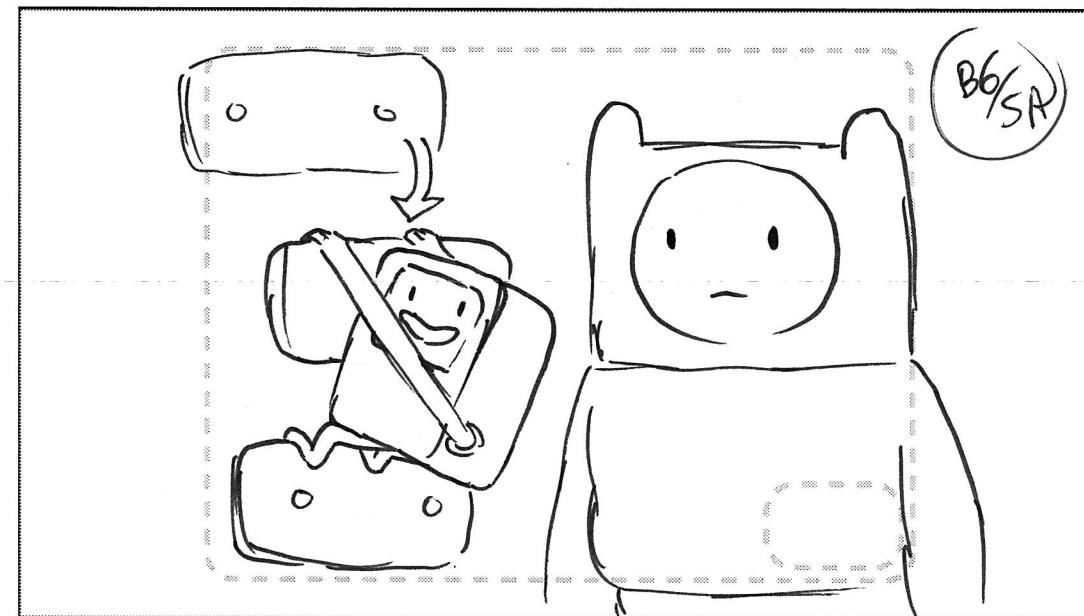
10

Pnl.

C

Bg.

day night



## Dialog:

- Bmo jumps down ladder rungs.

## Action:



## Timing:

Bmo: HOORAY! MOE IS →



Finn tracks Bmo

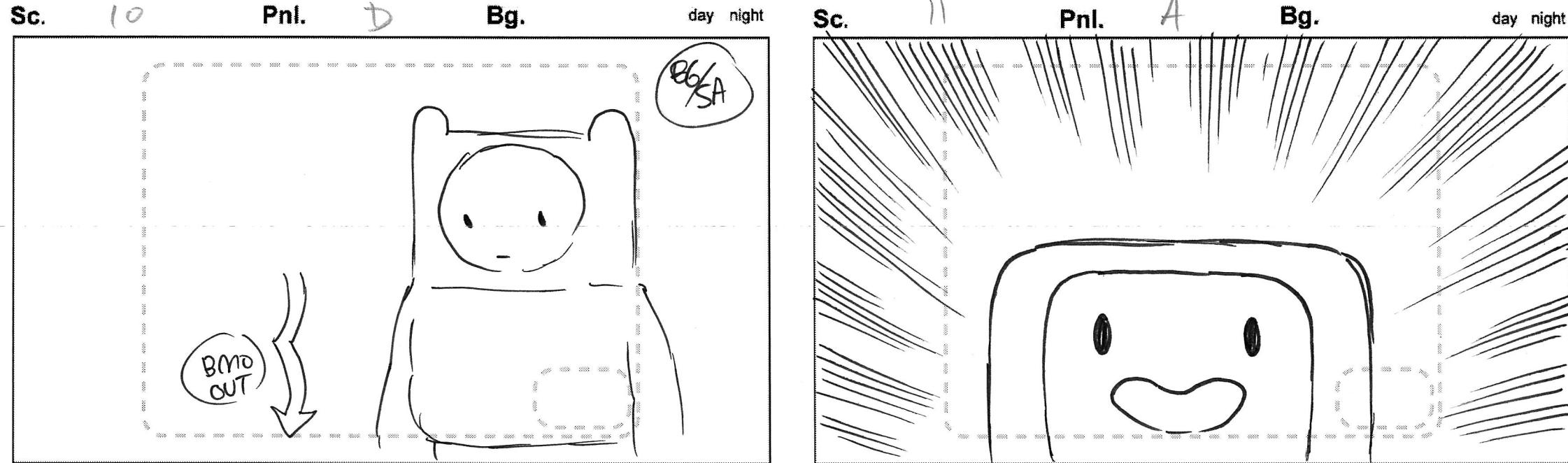
Production :

1034-224

# ADVENTURE TIME



Page 14



<b>Dialog:</b> BMO/OS → COMING, AND HE'S ALMOST HERE!	BMO: And he brought me a special surprise for my birthday!!
<b>Action:</b>	
<b>Timing:</b>	

Production :

EPISODE #

1034-224

# ADVENTURE TIME



Page 15

Sc.

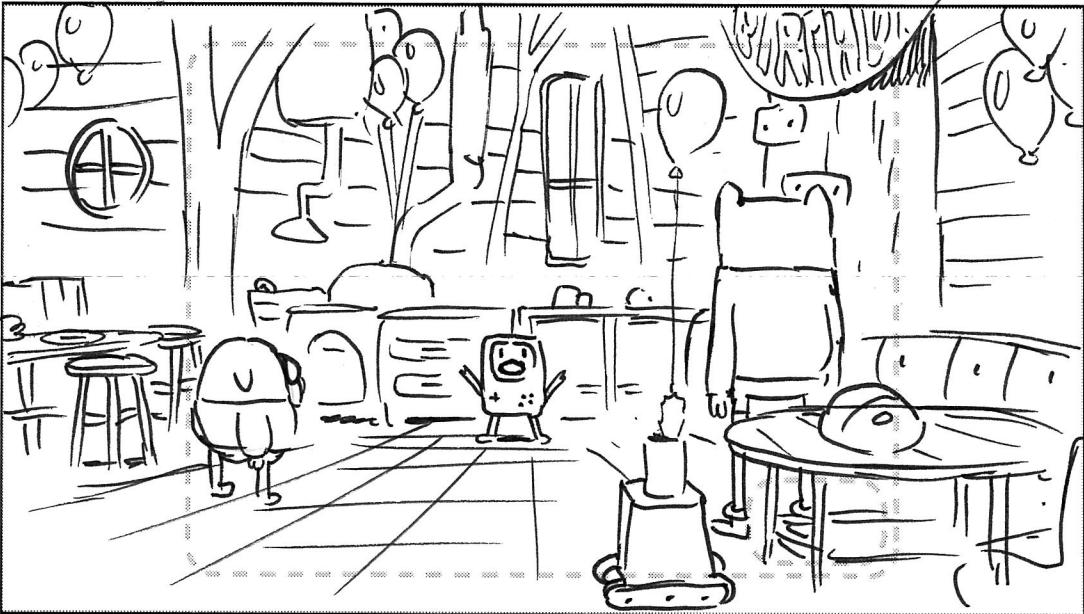
12

Pnl.

A

Bg.

day night



Sc.

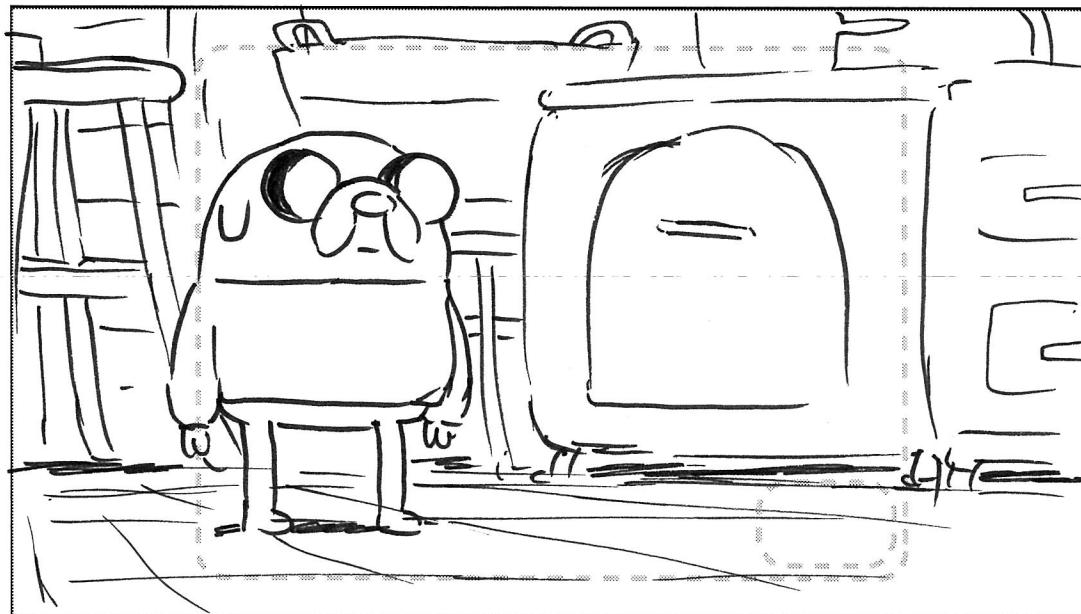
13

Pnl.

A

Bg.

day night

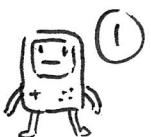


Dialog:

(BMO) Moe is the smartest man  
in the world !!

(BMO os) He's way →

Action:



Timing:

Production :

1034-224

EPISODE #

# ADVENTURE TIME



Page 16

Sc.

13

Pnl.

B

Bg.

day night

Sc.

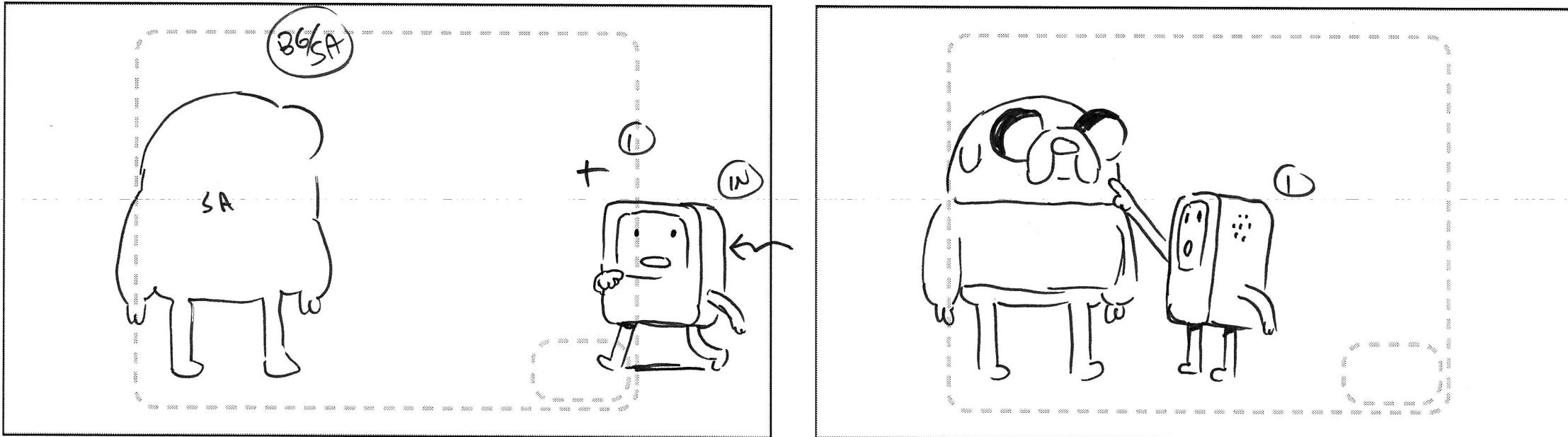
13

Pnl.

C

Bg.

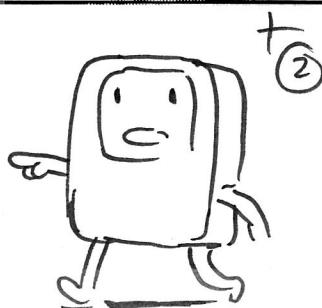
day night



Dialog:

(BMO) → ① smarter than you, ② & you, → ① & you too Jake, ② and you're the smartest guy I know.

Action:



- BMO points at Finn(1)  
then Neptr(2) then  
Jake →

① → joke tracks  
BMO

Timing:



Production :

1034-224

EPISODE #

# ADVENTURE TIME



Page ..... 17

Sc. 13

Pnl. D

Bg.

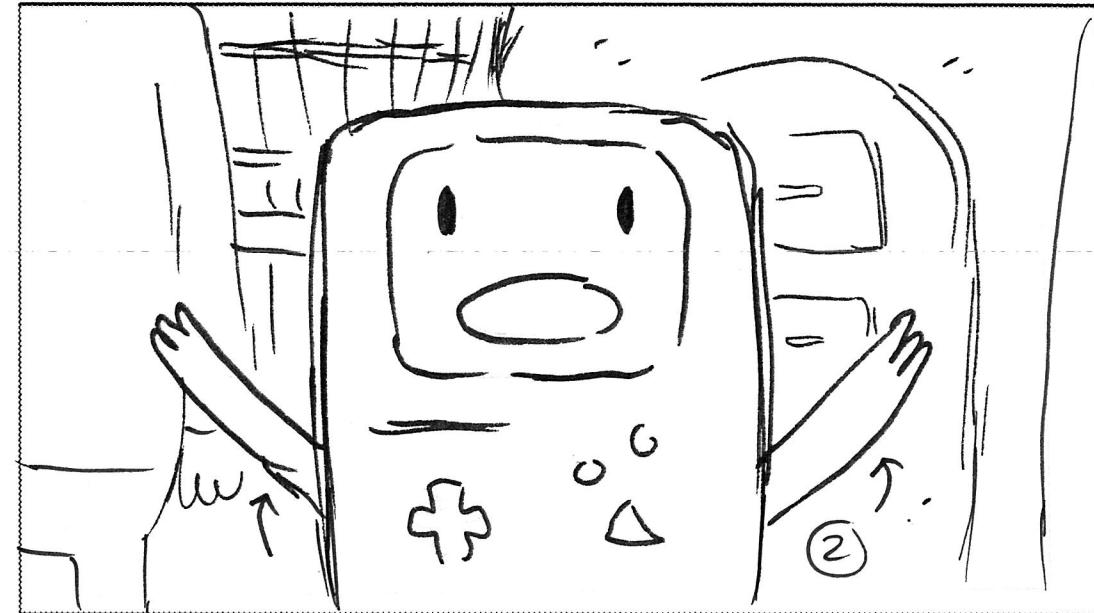
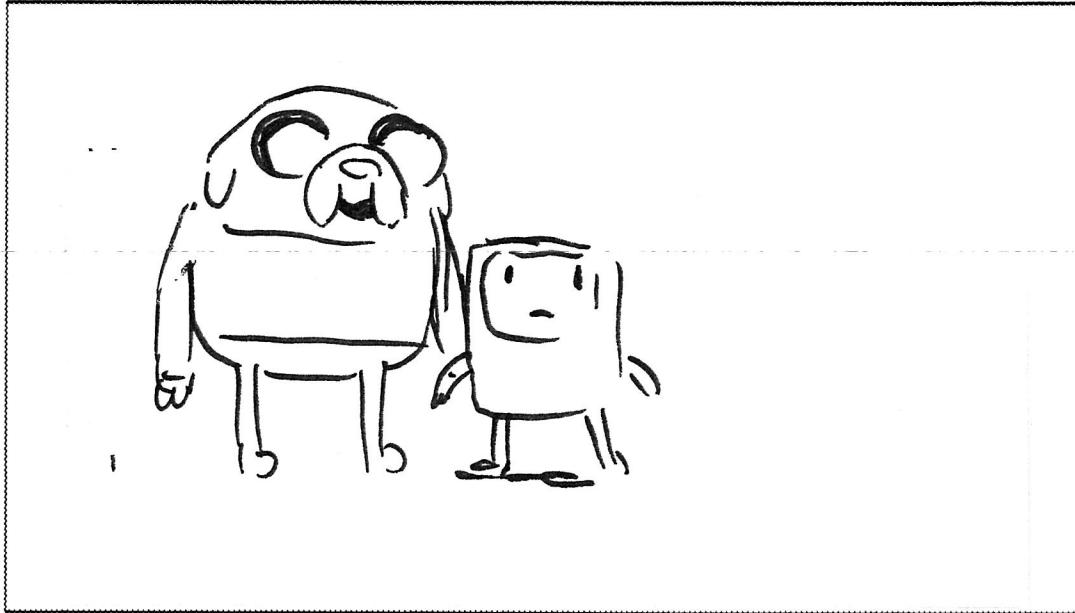
day night

Sc. 14

Pnl. A

Bg.

day night



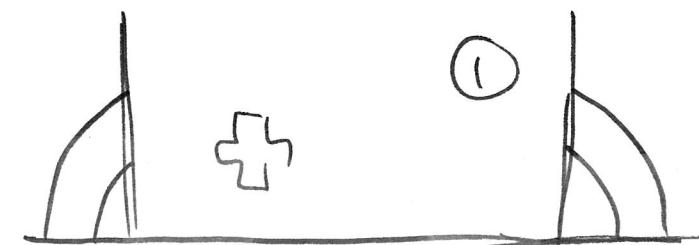
Dialog:

J: Hey thanks.

Action:

Timing:

BMO: And he  
knows everything  
about robots!



Production :

1034-224

EPISODE #

# ADVENTURE TIME



Page 18

Sc.

14

Pnl.

B

Bg.

day night

Sc.

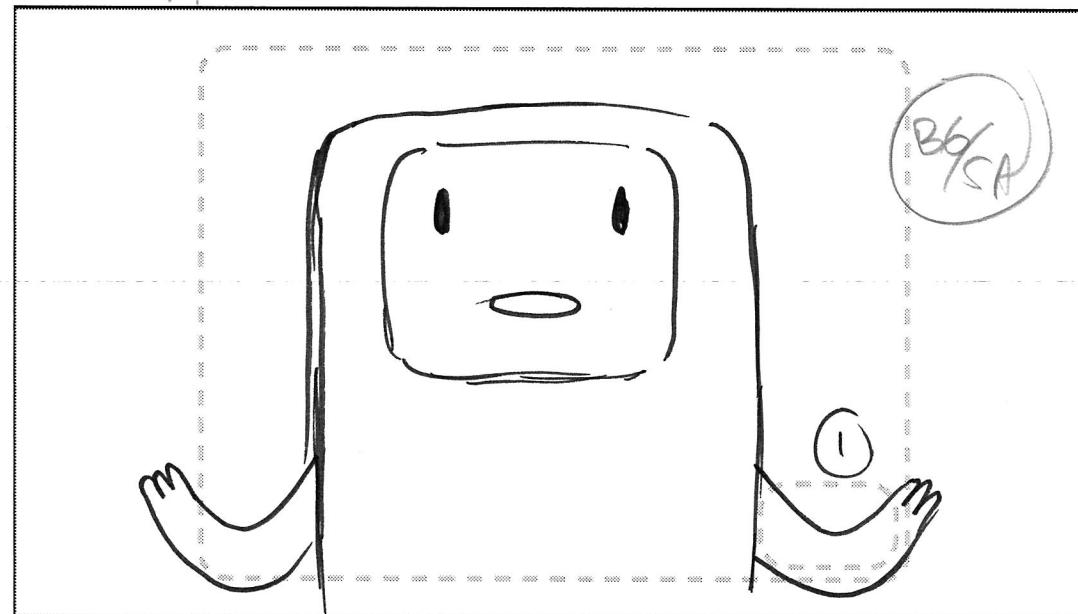
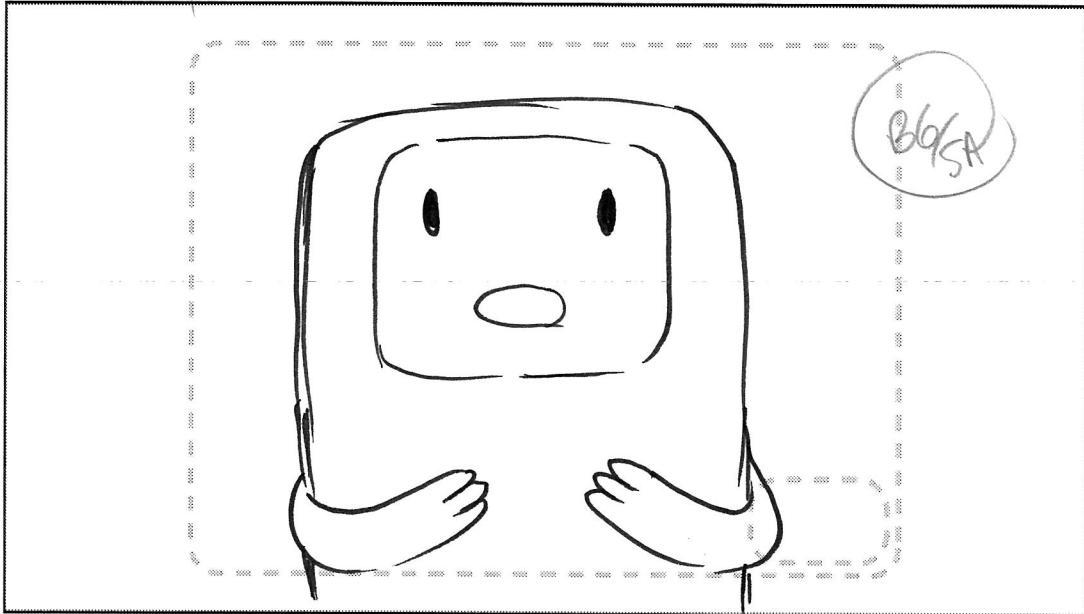
14

Pnl.

C

Bg.

day night



Dialog:

(Bmo) He built me, →

and he built himself, and  
all the other Mo's.

Action:



Timing:

Production :

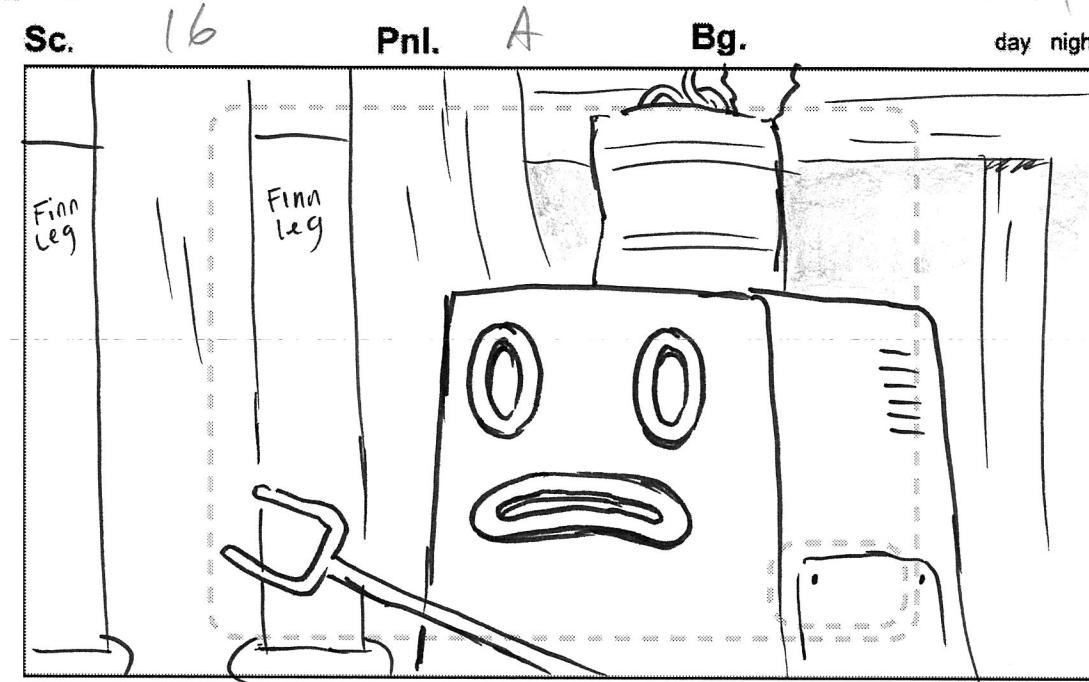
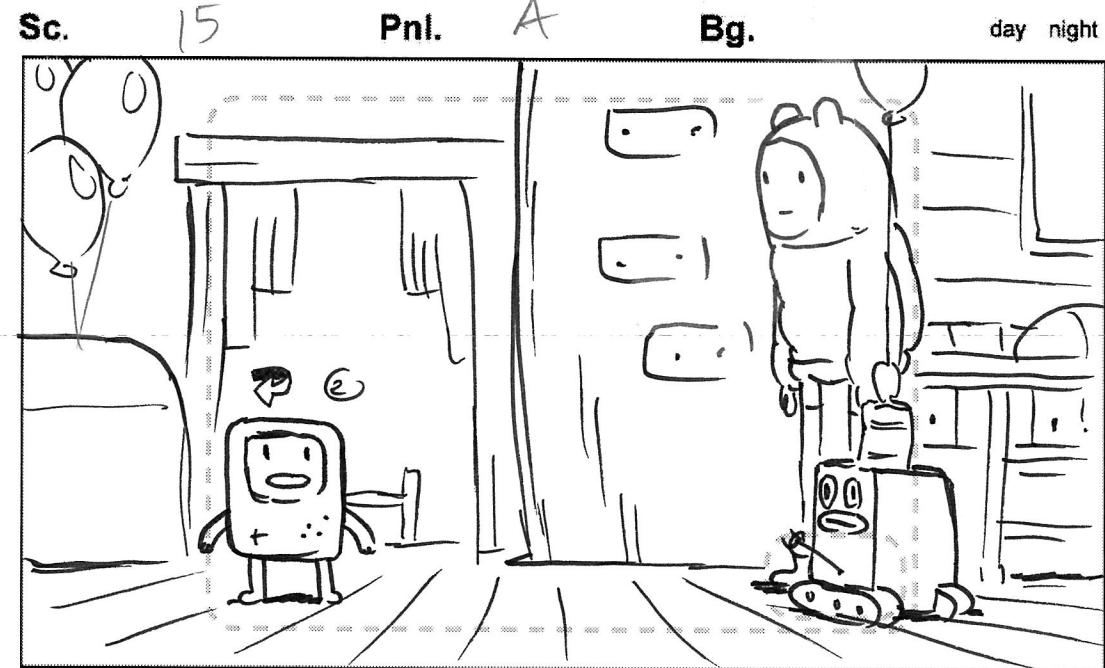
1034-224

EPISODE #

# ADVENTURE TIME



Page 19



Dialog: **BMO** He's so smart, I bet he could even fix Neptr.

**NEPTR:** What? What's wrong with me?

Action:



Timing:

EPISODE #

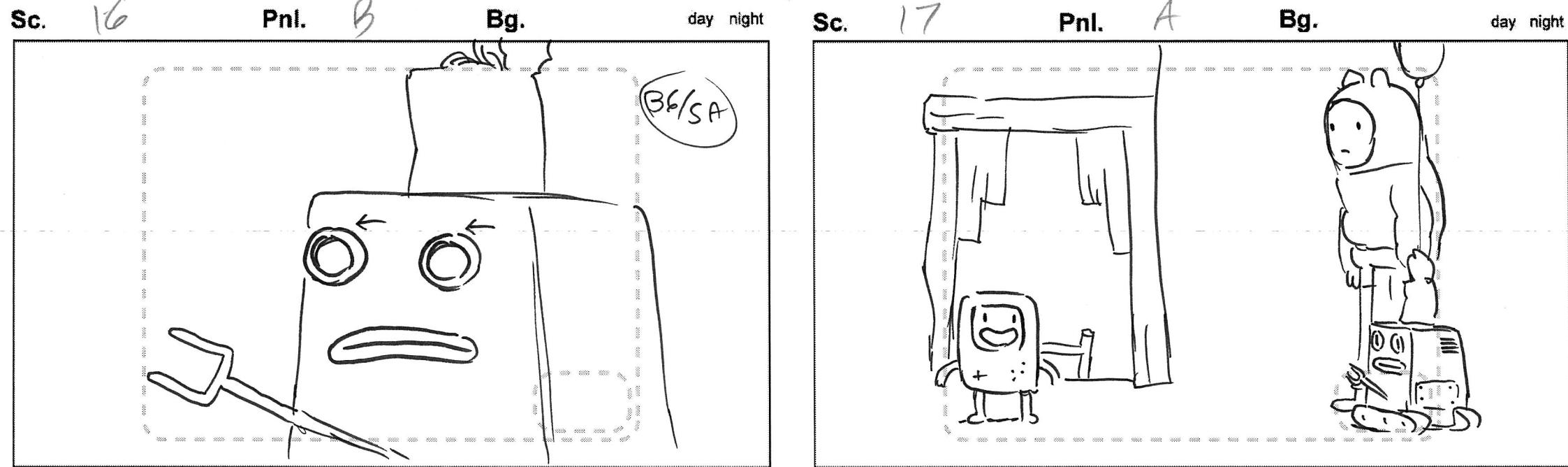
Production :

1034-224

# ADVENTURE TIME



Page 20



<b>Dialog:</b>	<b>SFX:</b> * KNOCK KNOCK *	<b>BMO</b> OH BOY HE'S HERE !
<b>Action:</b>	- Neutr hears knocking at the front door.	
<b>Timing:</b>		

Production :

1034-224

EPISODE #

# ADVENTURE TIME



Page 21

Sc.

17

Pnl.

B

Bg.

day night

Sc.

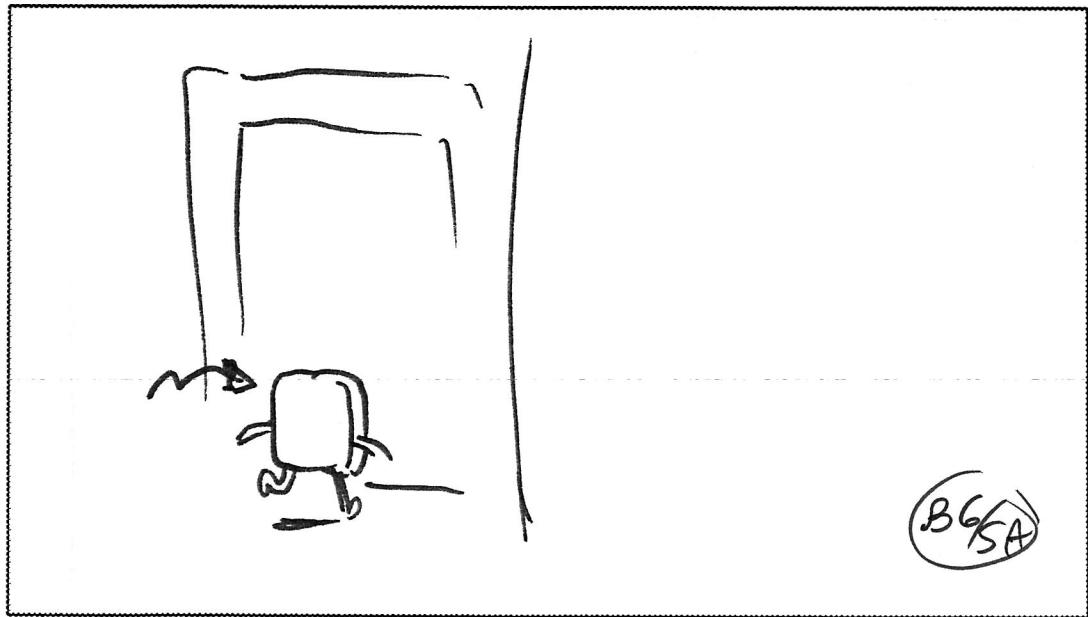
17

Pnl.

C

Bg.

day night



Dialog:

BMo: Hahahaha!

SFX: \*SMASH\*

Action: - BMO leaps downstairs.

Timing:

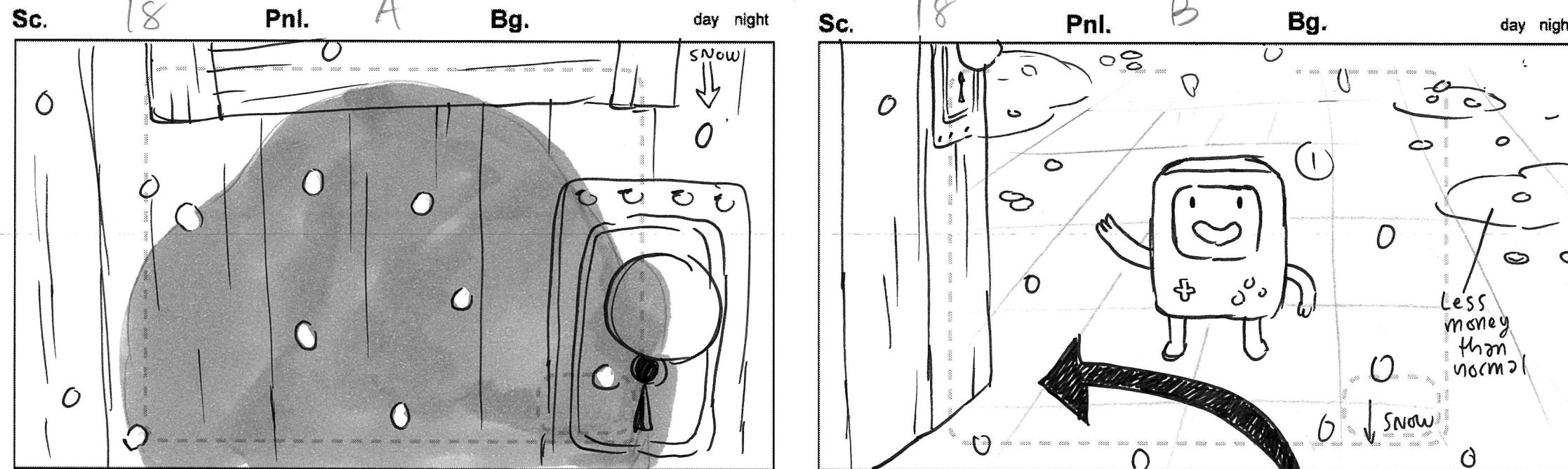
Production:

1034-224

# ADVENTURE TIME



Page 22



Dialog:

(BMO) (2) oh...  
(deflated)



- Door swings open  
to reveal BMO

Action:

Timing:

Production :

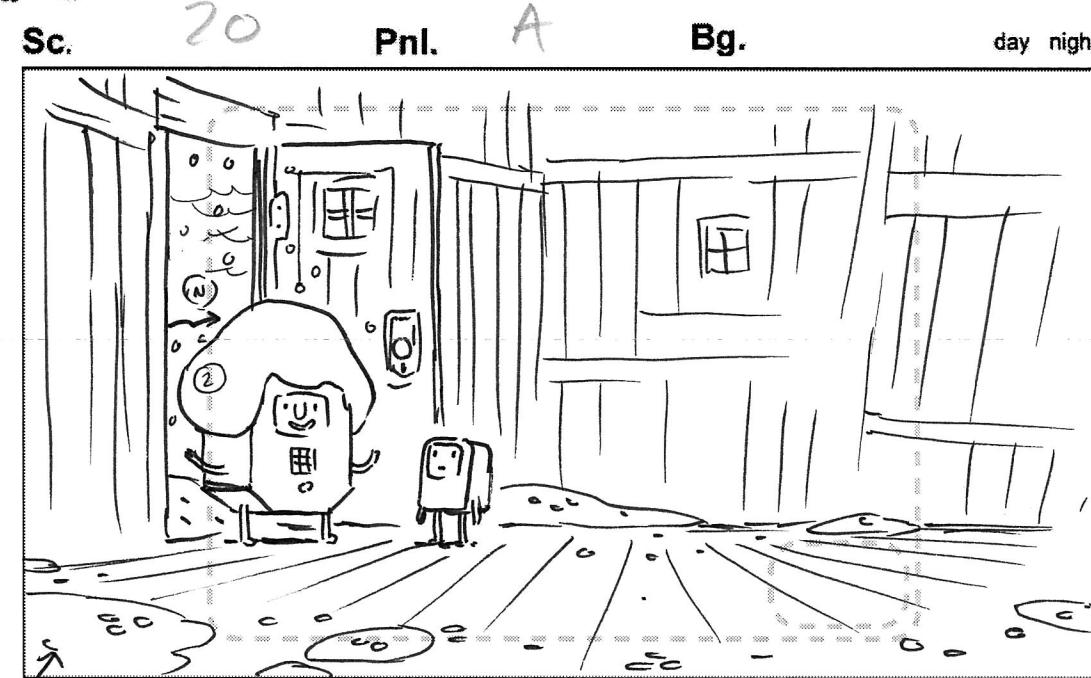
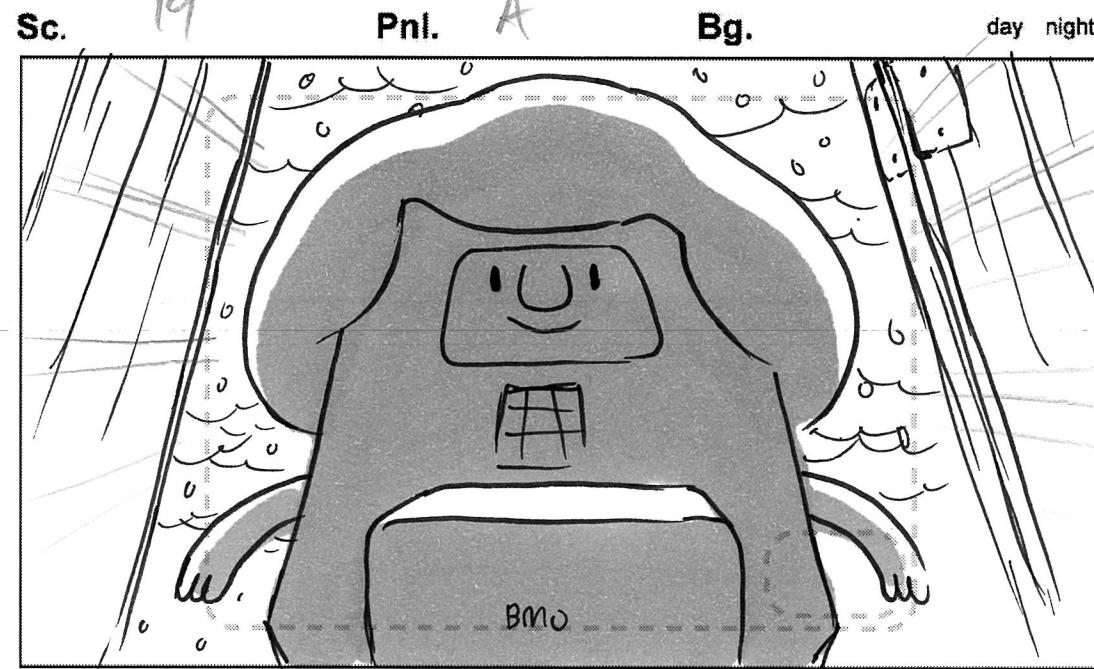
1034-224

EPISODE #

# ADVENTURE TIME



Page 23



**Dialog:**

BMO: You're not Moe ...

MOE: Why of course I am BMO \* chuckle\*.

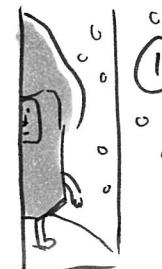
**Action:**

slowly restocking treasure room.

**Timing:**

- Moe enters the treasure room.

Production :  



1034-224

EPISODE #

# ADVENTURE TIME



Page 24

Sc.

20

Pnl.

B

Bg.

day night

Sc.

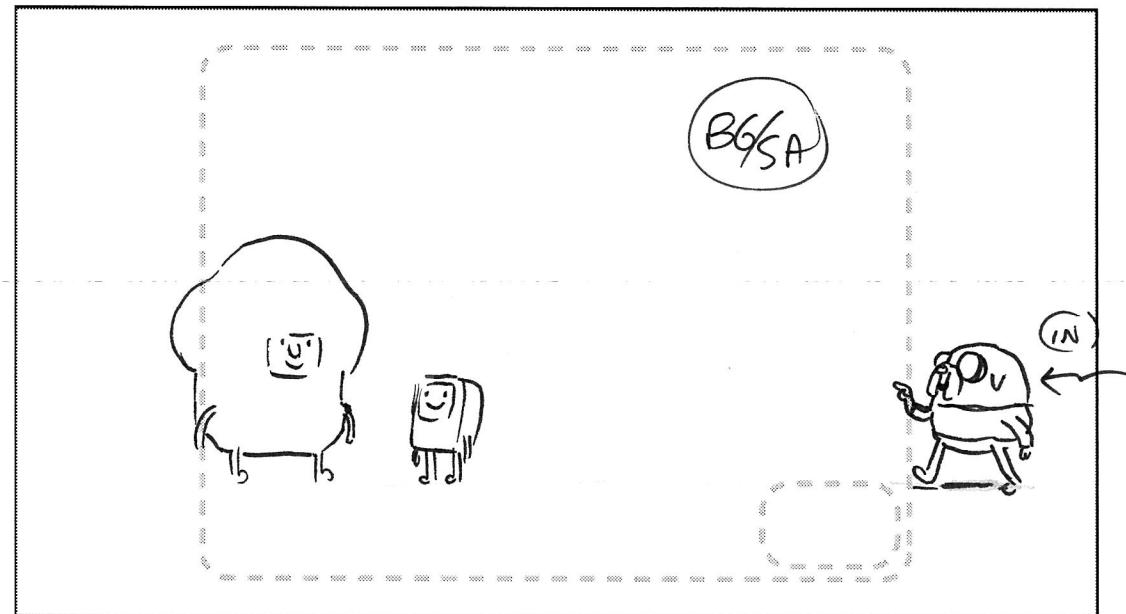
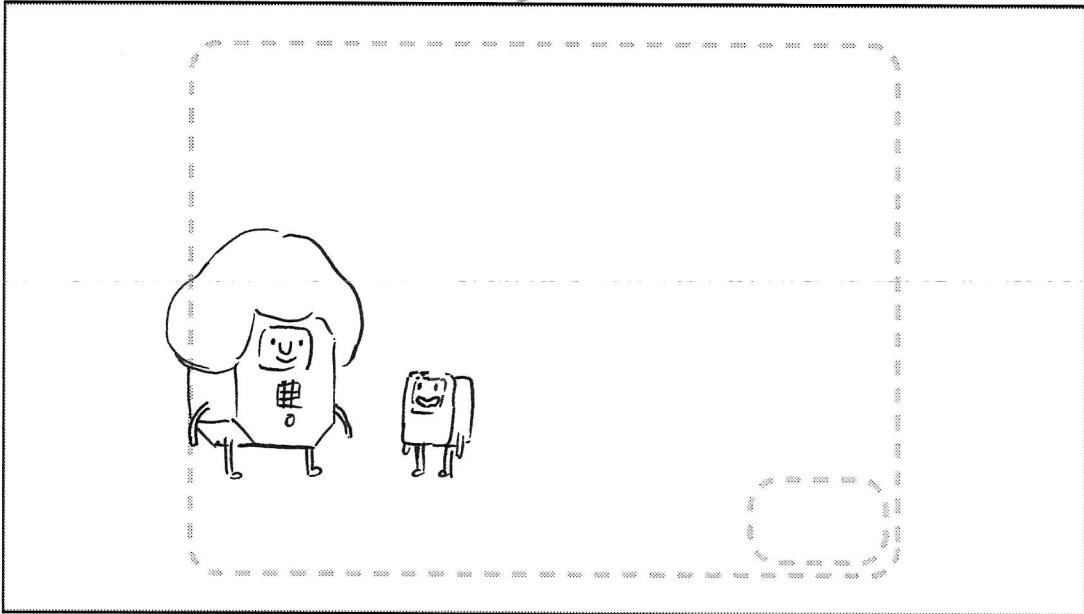
20

Pnl.

C

Bg.

day night



Dialog:

(BMO) (totally convinced!) Oh okay! ☺

(JAKE) Hey! Moe! New haircut?

Action:

Timing:

Production :

1034-224

EPISODE #

# ADVENTURE TIME



25

Page \_\_\_\_\_

Sc.

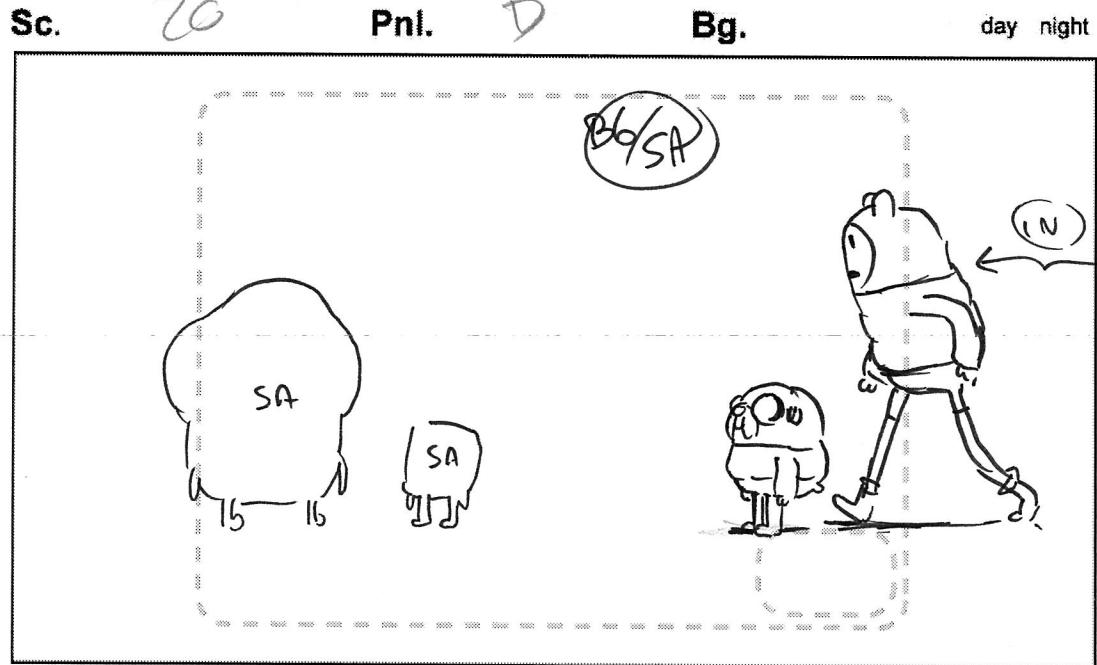
20

Pnl.

D

Bg.

day night



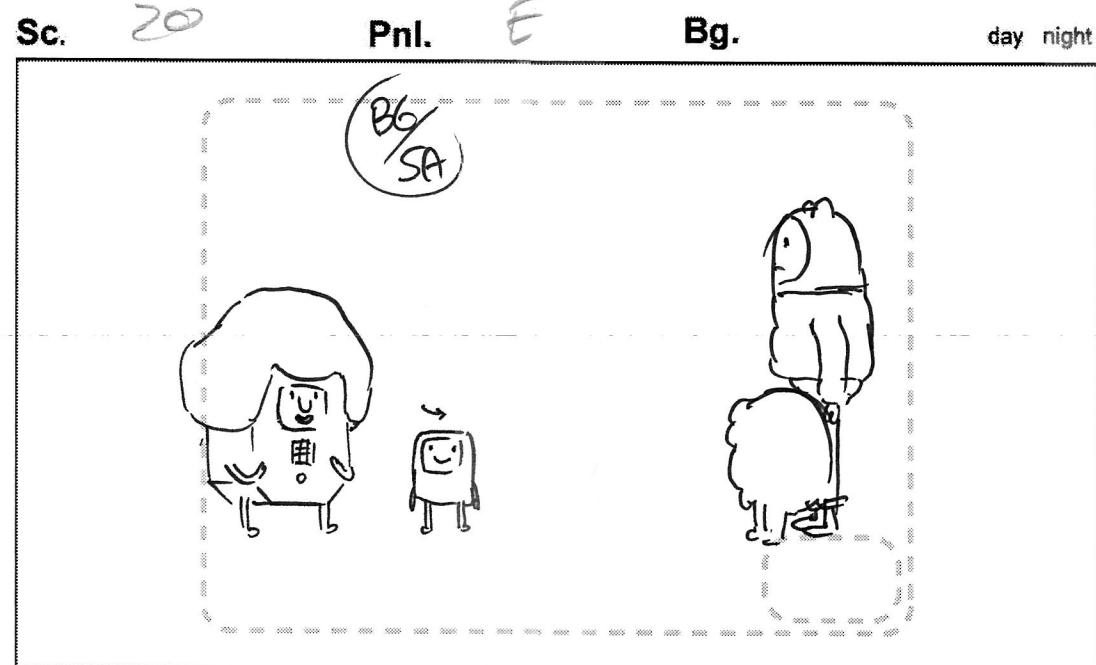
Sc. 20

Pnl.

E

Bg.

day night



Dialog:

(FINN) Whoa, Moe - what happened  
to your body?

(MOE) Oh - \* chuckle \*  
that old thing?

Action:

Timing:

Production :

1034-224

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# ADVENTURE TIME



Page 26

Sc.

21

Pnl.

A

Bg.

day night

Sc.

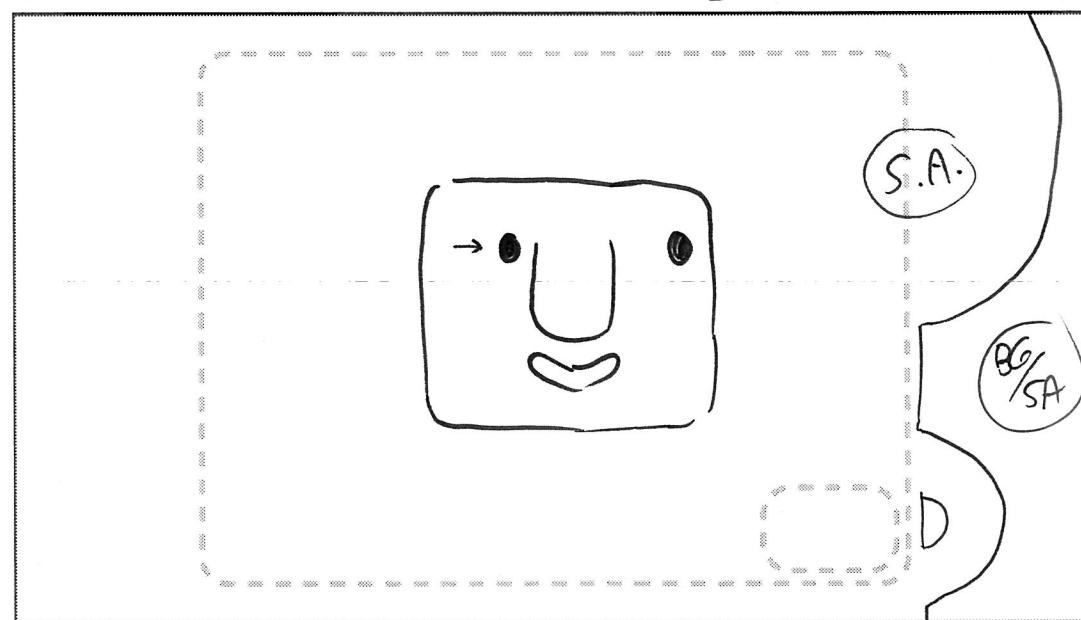
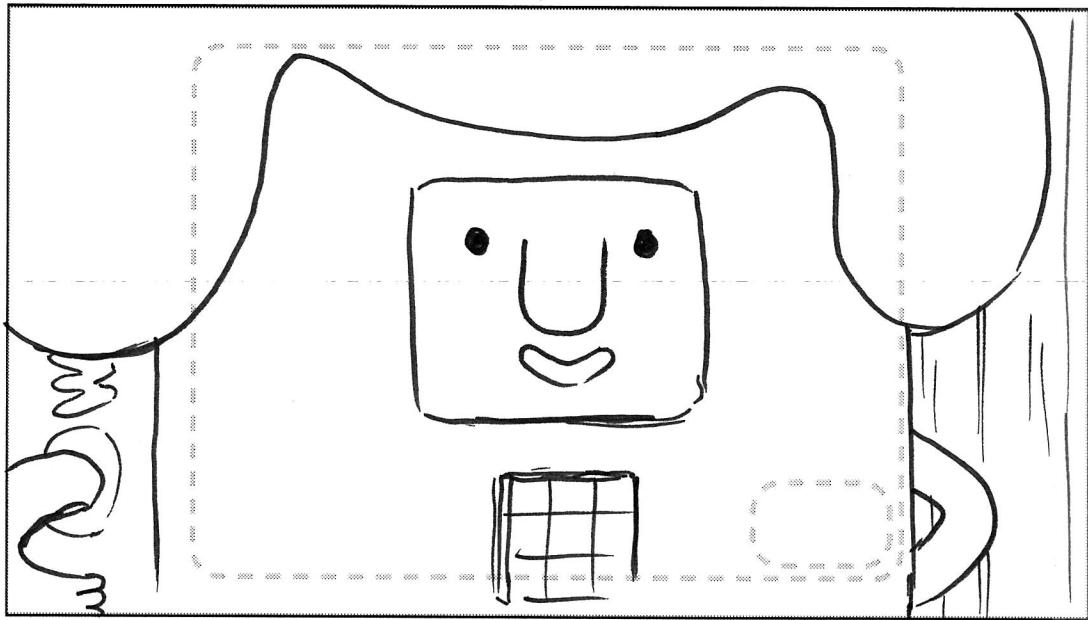
21

Pnl.

B

Bg.

day night



Dialog:

(MOE)

She conked out on me  
months ago -

(MOE)

I guess I don't  
make 'em like I used to, →

Action:

Timing:

Production :

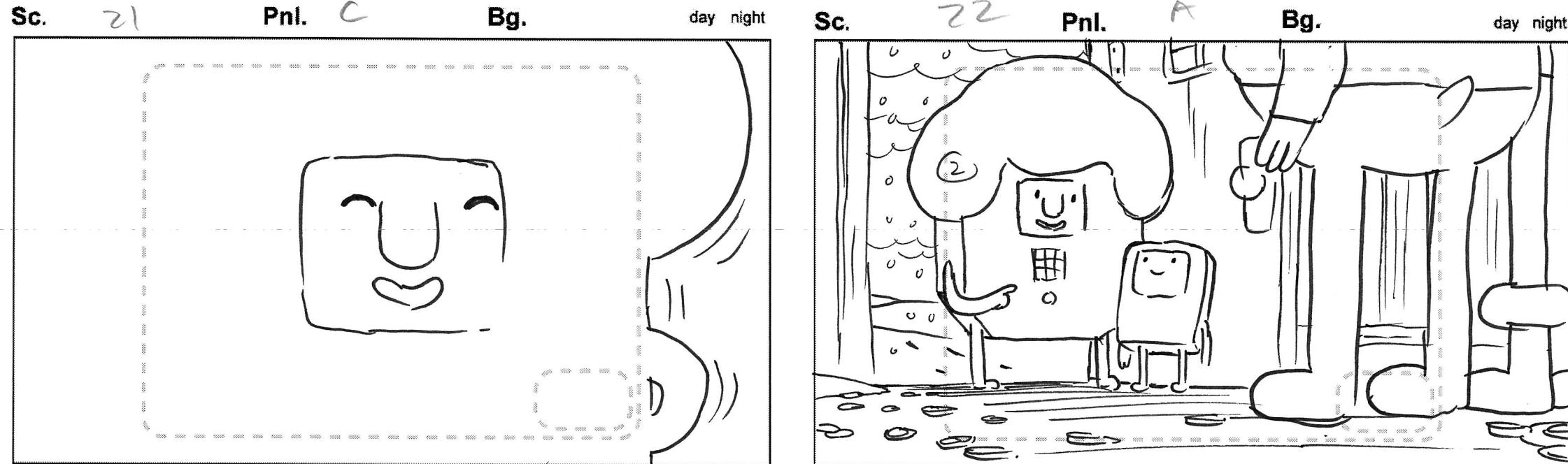
1034-224

EPISODE #

# ADVENTURE TIME



Page 27



<b>Dialog:</b>	(MOE) * chuckling *	(MOE) Not like little BMO here -
<b>Action:</b>		
<b>Timing:</b>		

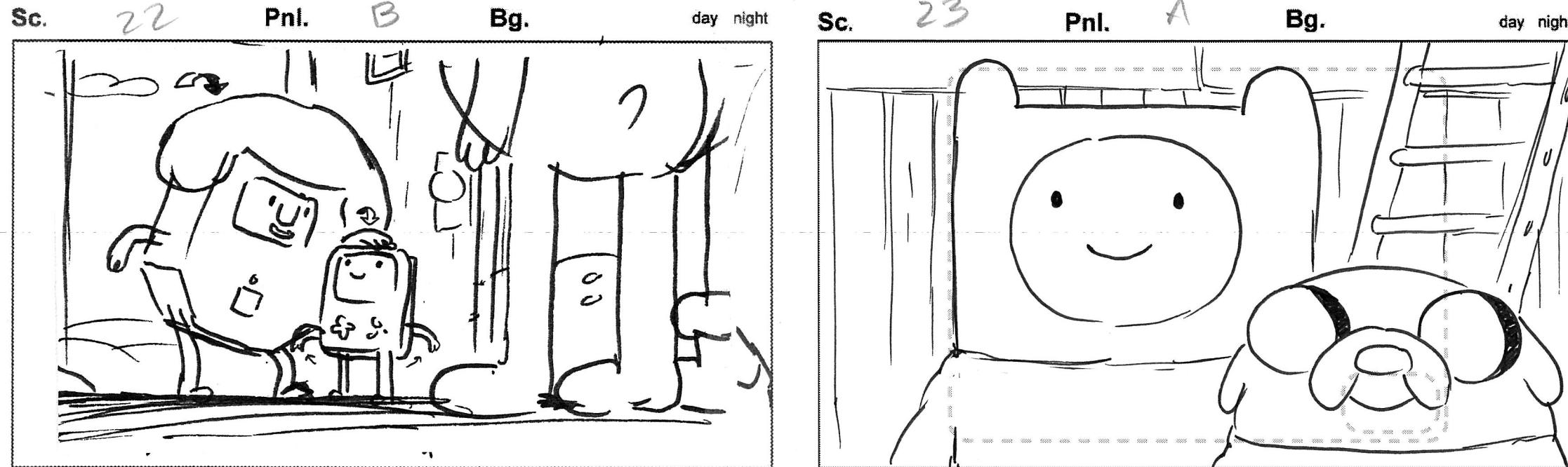
Production :

EPISODE # 1034-224

# ADVENTURE TIME



Page 28



1034-224

EPISODE #

Production :

Dialog:

(MOE) You got ALL my love  
and affection.

(BMO) (super  
cheerful)  
(OS) Thanks!

Action:

- MOE rests his hand on BMO's head.

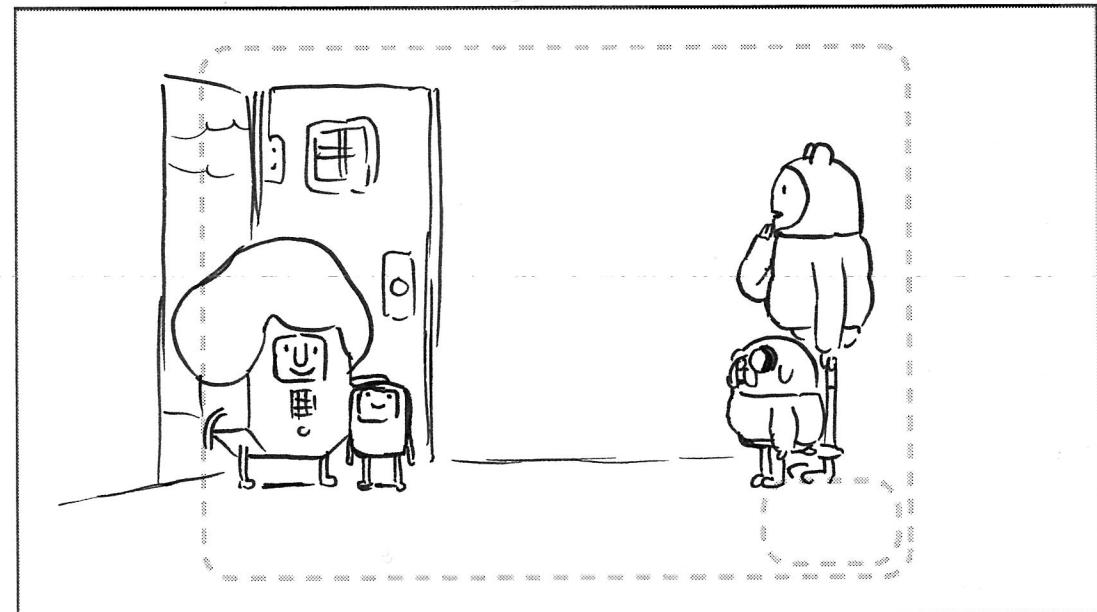
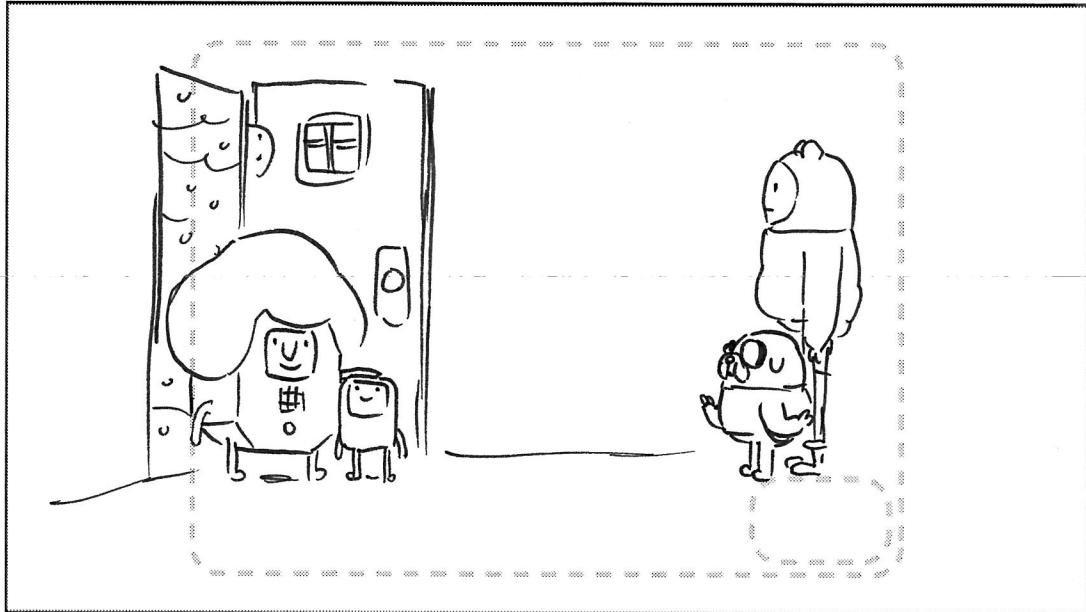
Timing:

# ADVENTURE TIME



Page 29

Sc. 24 Pnl. A Bg. day night Sc. 24 Pnl. B Bg. day night

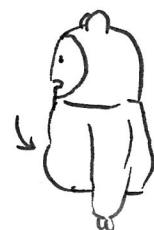


Dialog:

JAKE: Well, we made a cake...

FINN: We weren't sure if you eat... (2) but BMO insisted...

Action:



Timing:

Production :

1034-224

EPISODE #

# ADVENTURE TIME



Page 30

Sc.

24

Pnl.

C

Bg.

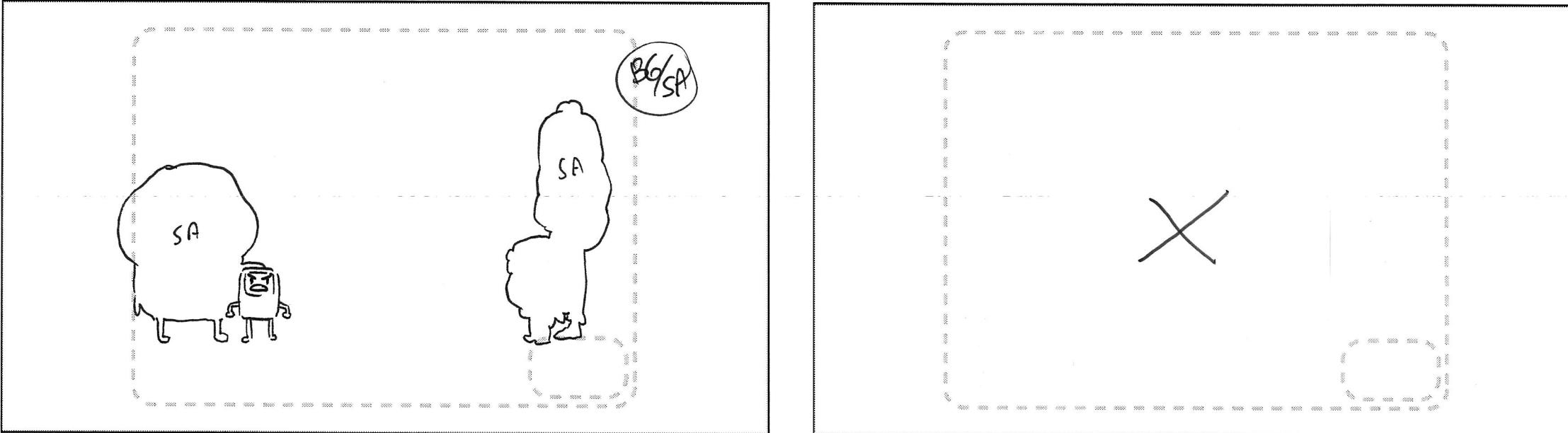
day night

Sc.

Pnl.

Bg.

day night



Dialog:

(BMO) [ANGRY!] EATING HELPS ME GROW!!

Action:

Timing:

Production :

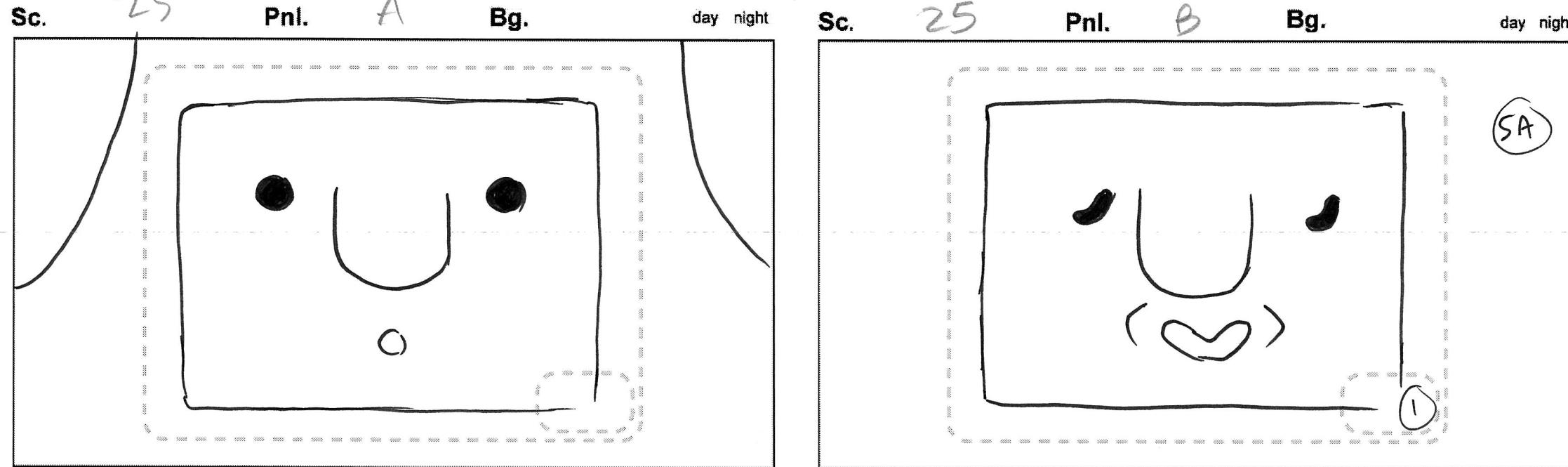
1034-224

EPISODE #

# ADVENTURE TIME



Page 31



Dialog:  
MOE: oh \*chuckle\* → well, er, uh —  
well

Action:

Timing:

Production :

EPISODE # **1034-224**

# ADVENTURE TIME



Page 32

Sc. 25

Pnl. C

Bg.

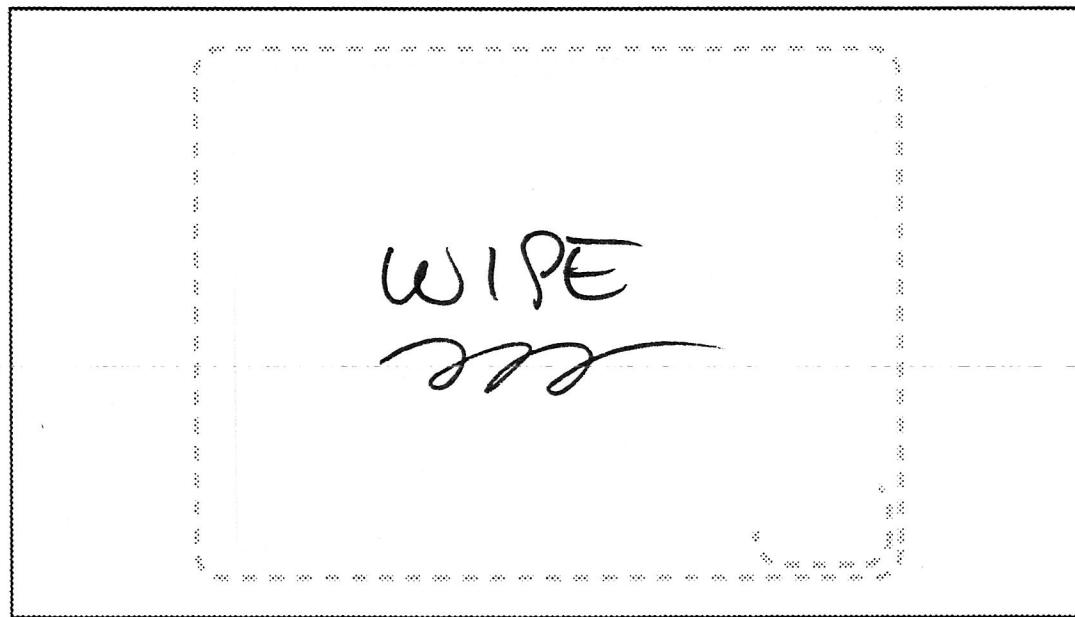
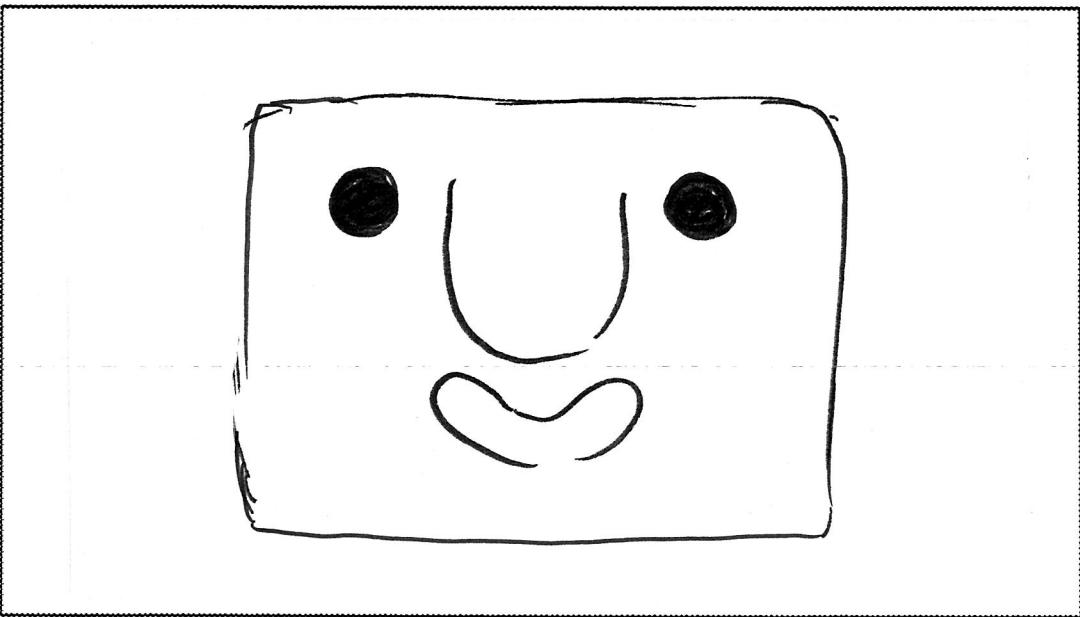
day night

Sc.

Pnl.

Bg.

day night



Dialog:

(M) When in Rome!

Action:

eye bulge on "when"

Timing:

① ② ③

Production :

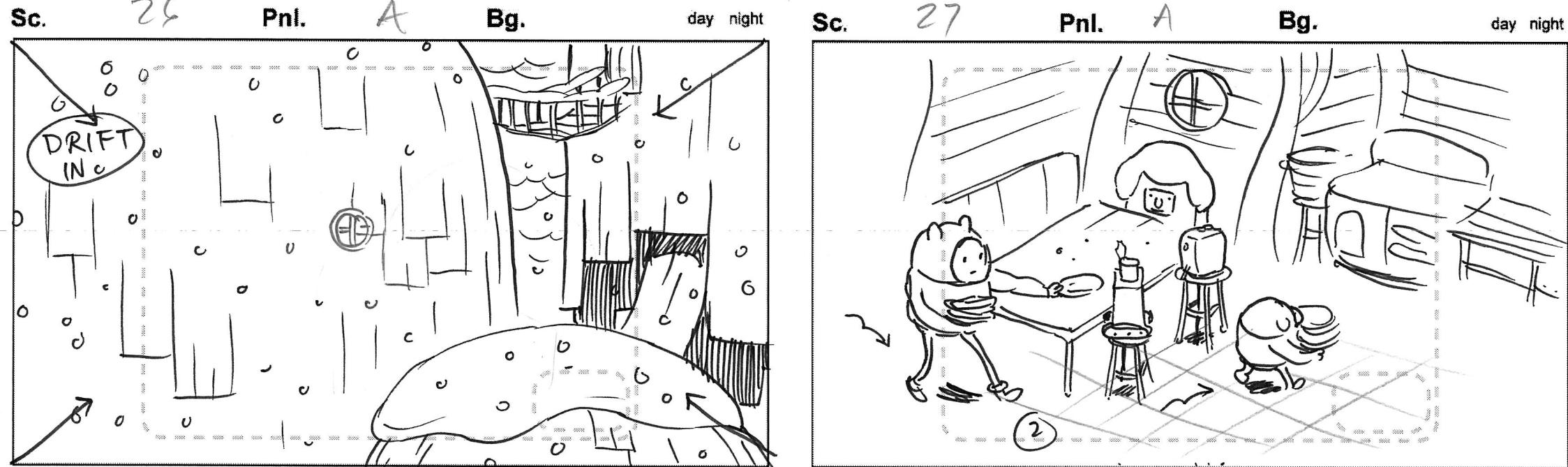
EPISODE #

1034-224

# ADVENTURE TIME



Page 33



**Dialog:**

SFX: \*dishes clinking/clattering\*

**Action:**

- Finn and Jake clear dirty dishes from table

**Timing:**

Production :

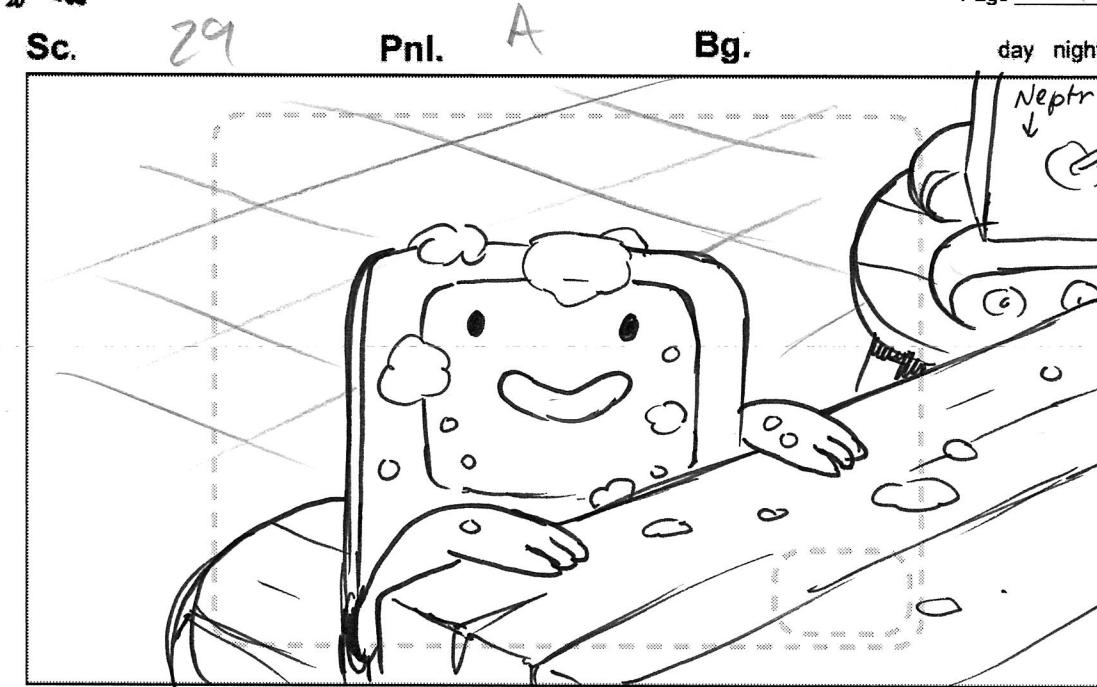
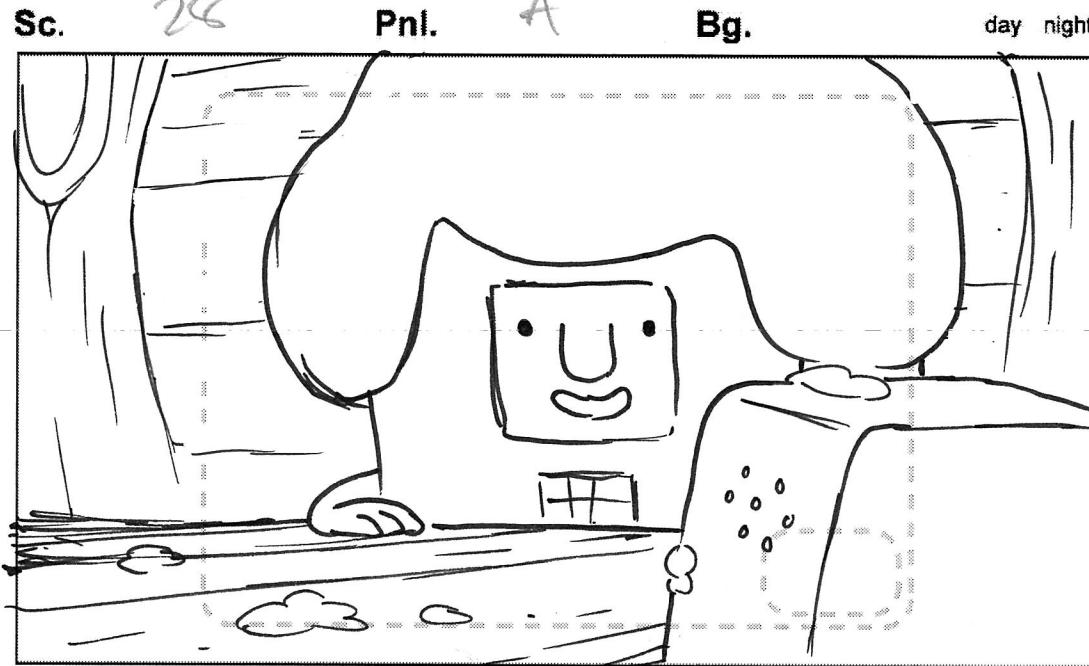
EPISODE #

1034-224

# ADVENTURE TIME



Page 34



EPISODE # 1034-224

Production :

Dialog:

MOE → ... Are you ready  
for your birthday  
surprise?

BMO: \* GIGGLE \* BOY HOWDY!

Action:

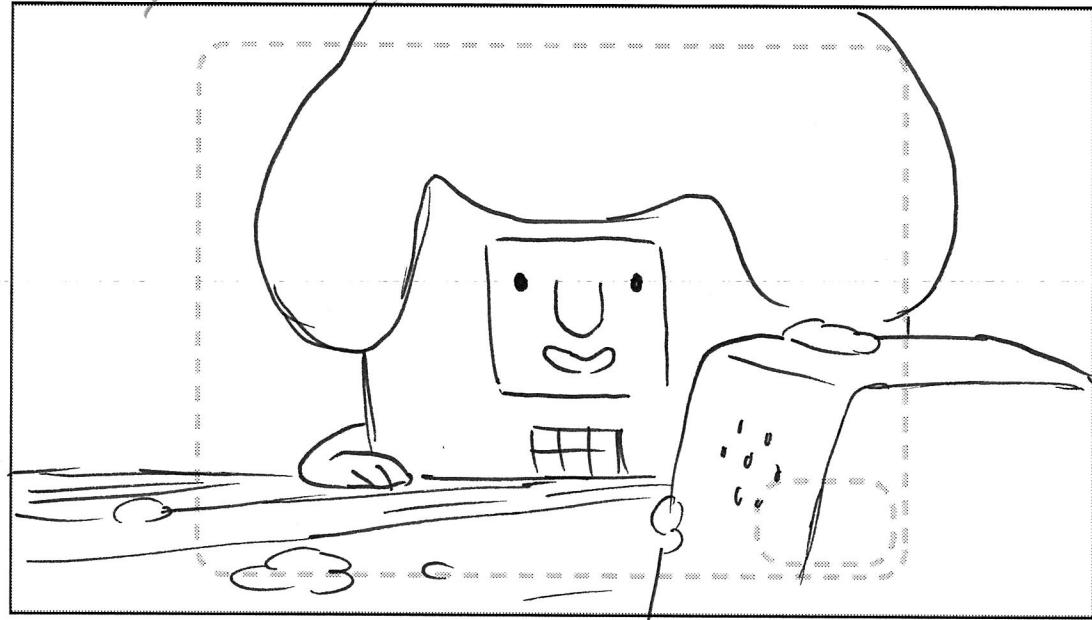
Timing:

# ADVENTURE TIME

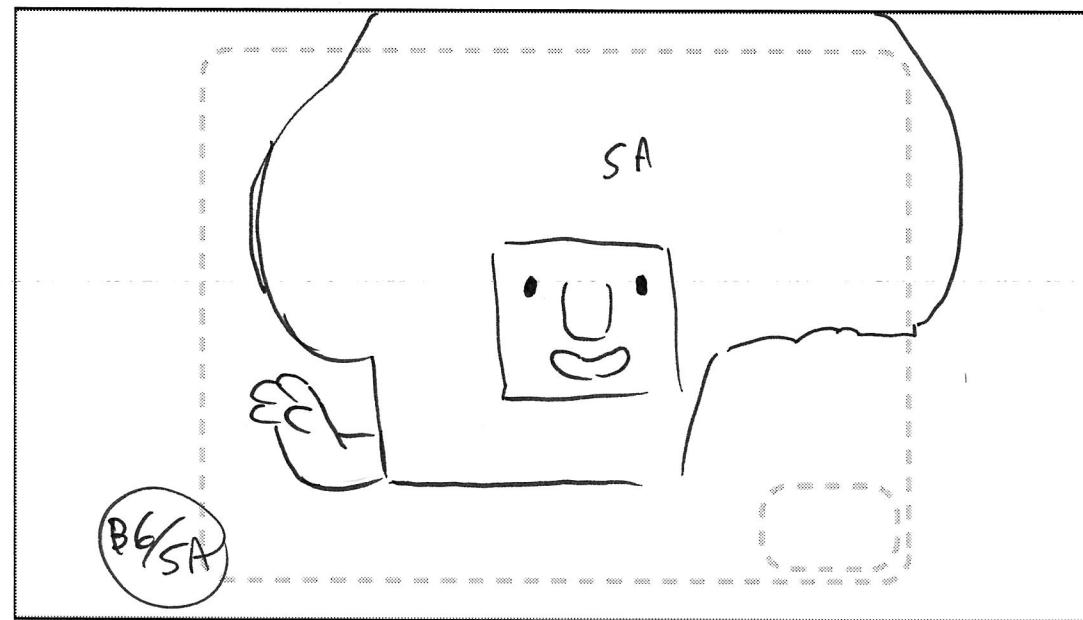


Page 35

Sc. 30 Pnl. A Bg. day night



Sc. 30 Pnl. B Bg. day night



EPISODE # 1034-224

Production :

**Dialog:**

**MOE:** For your birthday... (pause) → I got you... (pause)  
(suspenseful)

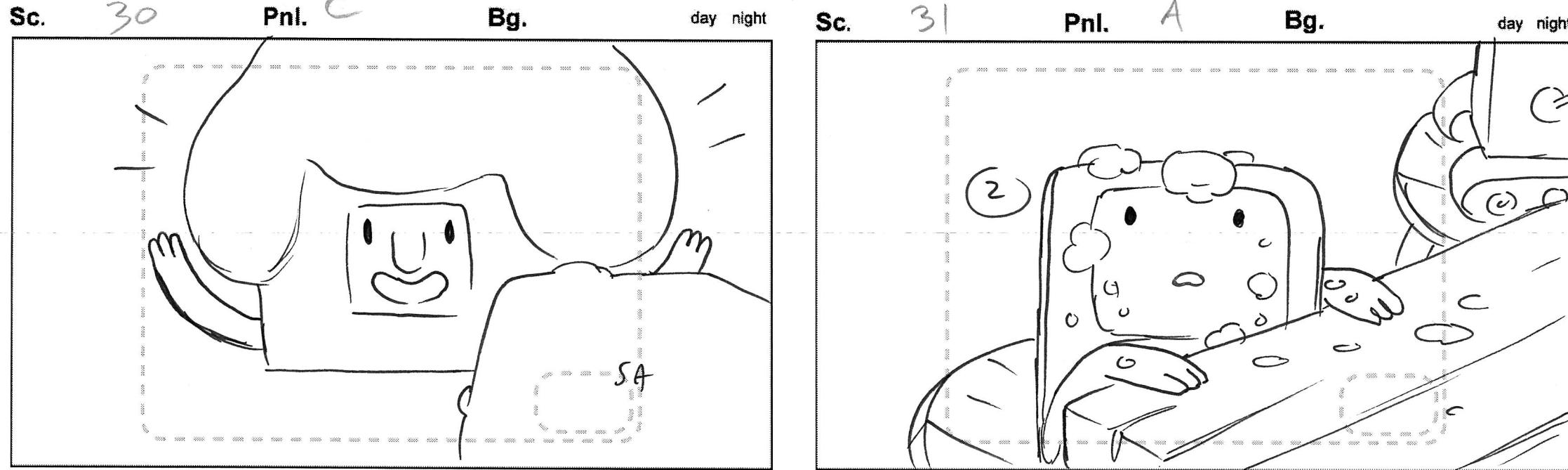
**Action:**

**Timing:**

# ADVENTURE TIME



Page 36

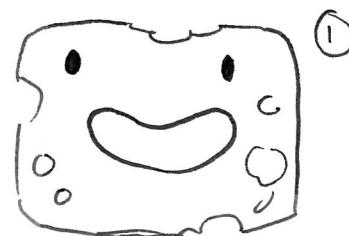


Dialog:

(Moe) → A SPECIAL MISSION!

(Bmo) ② ... a mission?

Action:



Timing:

Production :

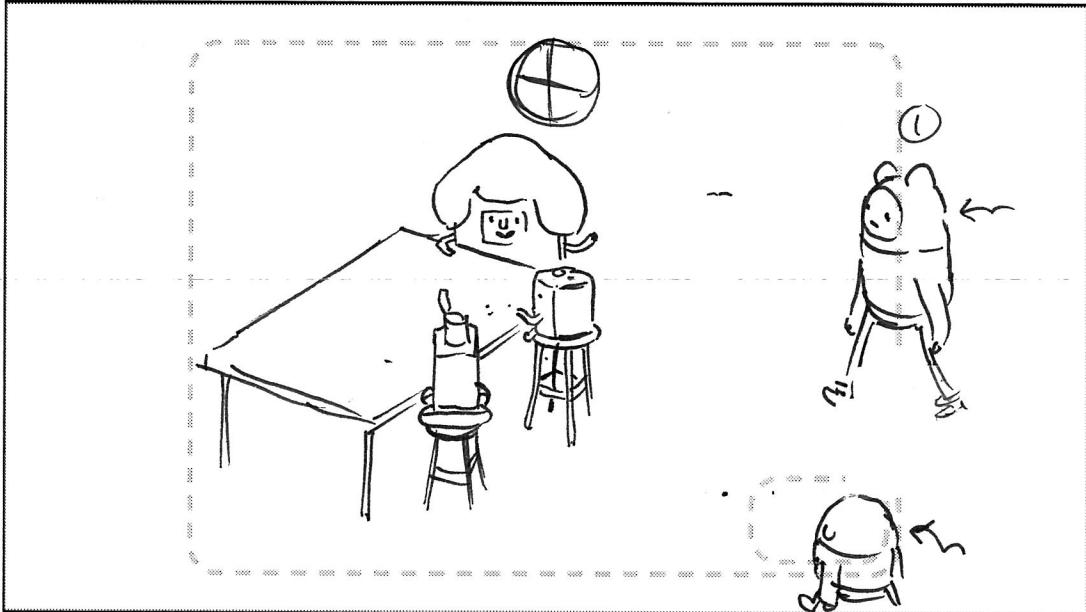
1034-224

EPISODE #

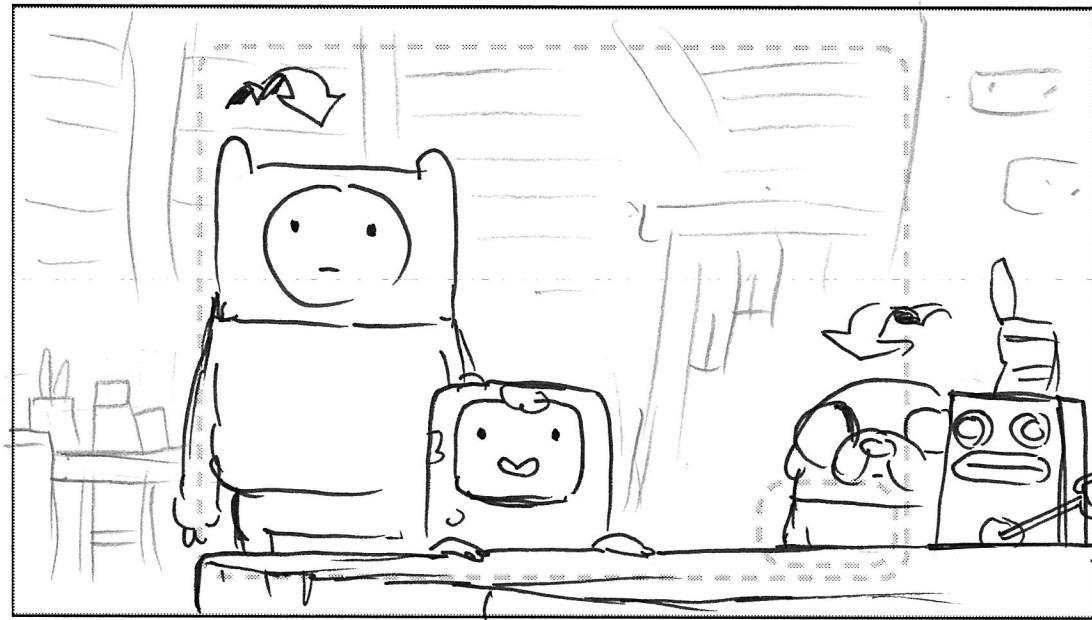
# ADVENTURE TIME



Sc. 32 Pnl. A Bg. day night



Sc. 33 Pnl. A Bg. day night



Page 37

1034-224

EPISODE #

Production :

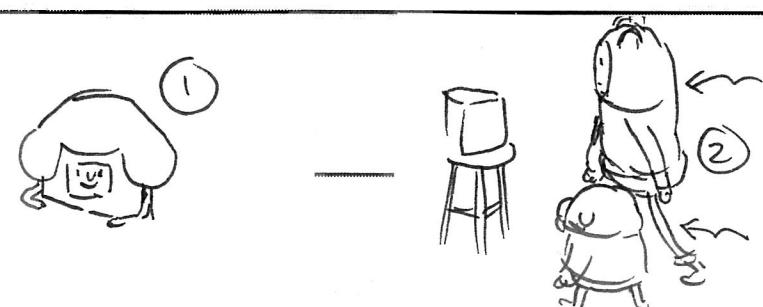
Dialog:

Moe: A SPECIAL mission.  
Like a vacation.

Bmo: For all of us?

Action:

Timing



- Finn and Jake are in mid stride  
at scene start.

# ADVENTURE TIME



Page 38

Sc.

33

Pnl.

B

Bg.

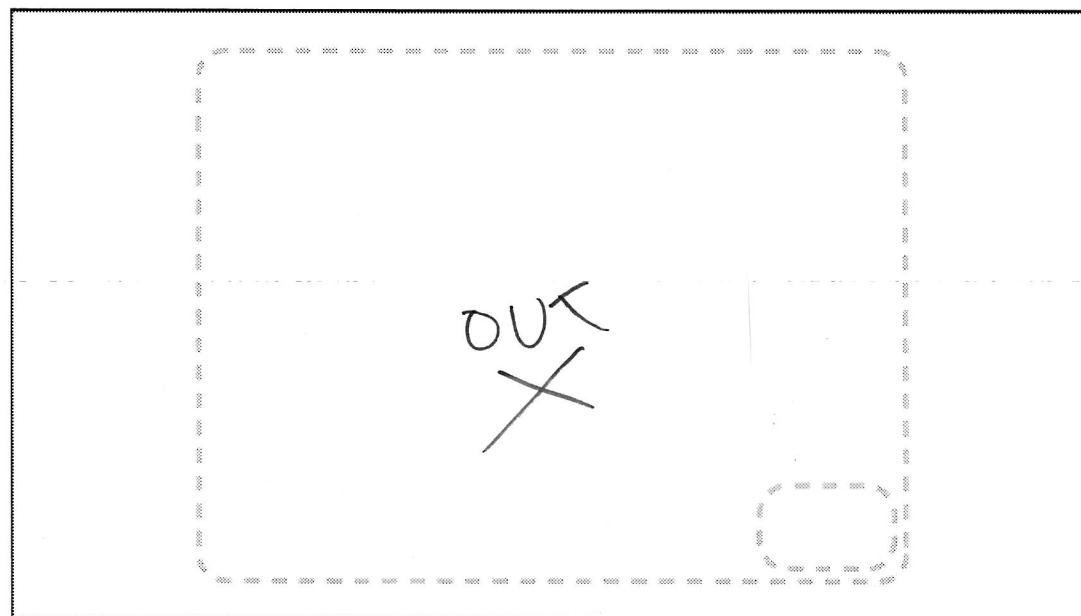
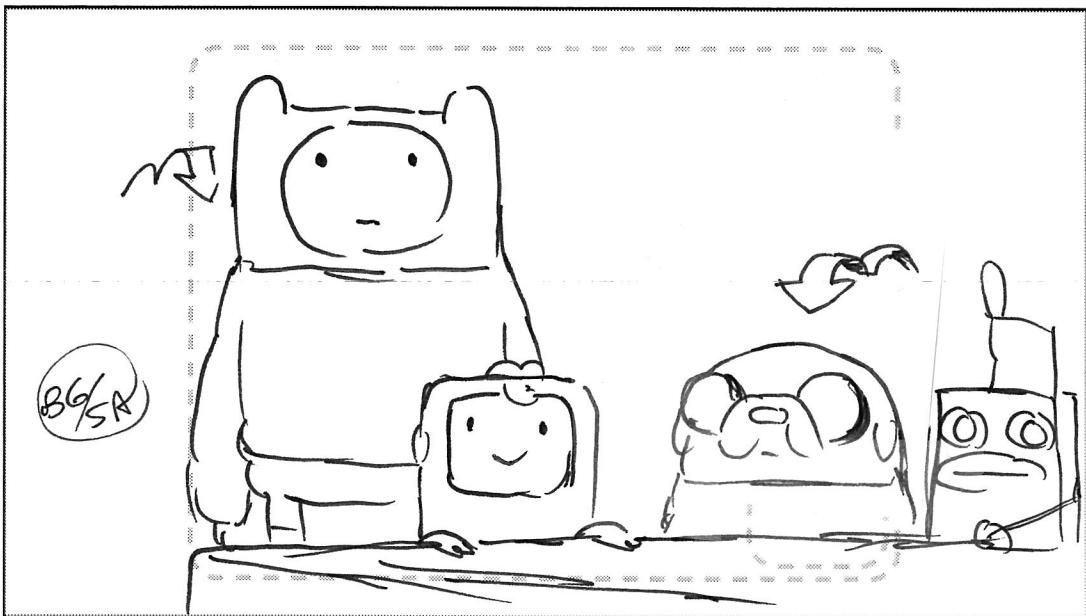
day night

Sc.

Pnl.

Bg.

day night



Dialog:

Action:

Timing:

Production :

EPISODE #

1034-224

# ADVENTURE TIME



Page \_\_\_\_\_

39

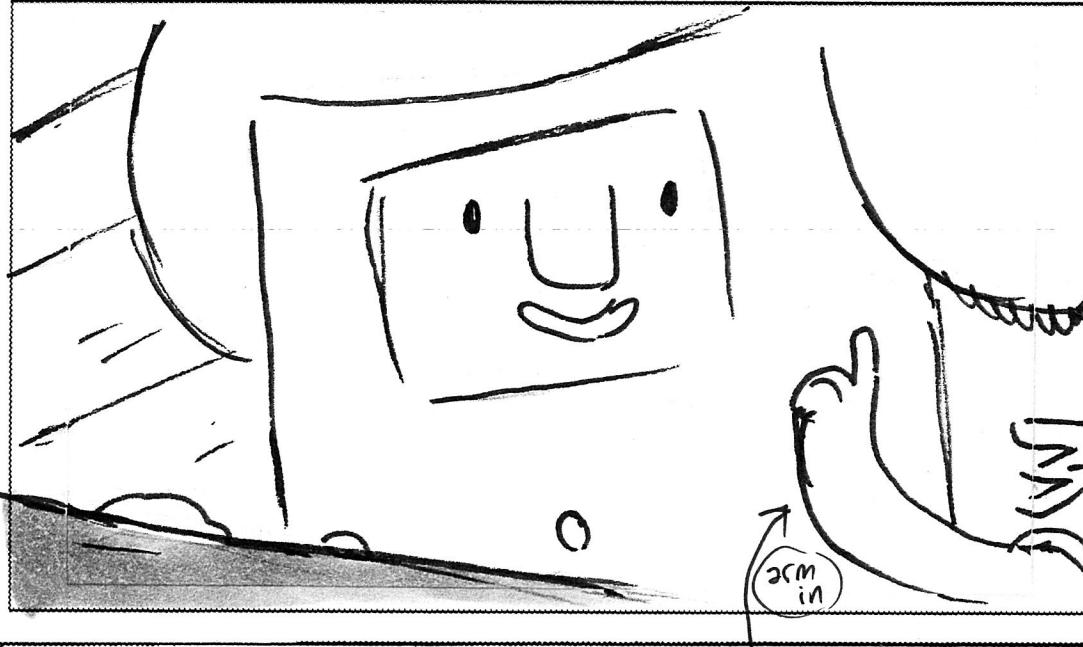
Sc. 34

Pnl.

A

Bg.

day night



Sc. 35

Pnl.

A

Bg.

day night

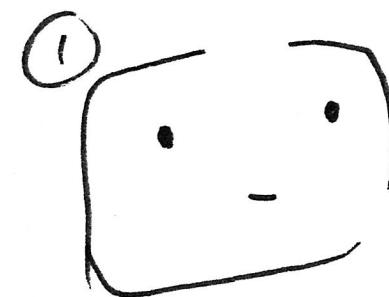


Dialog:

(MOE) NO - 2  
special SOLO  
mission .

Action:

Timing:



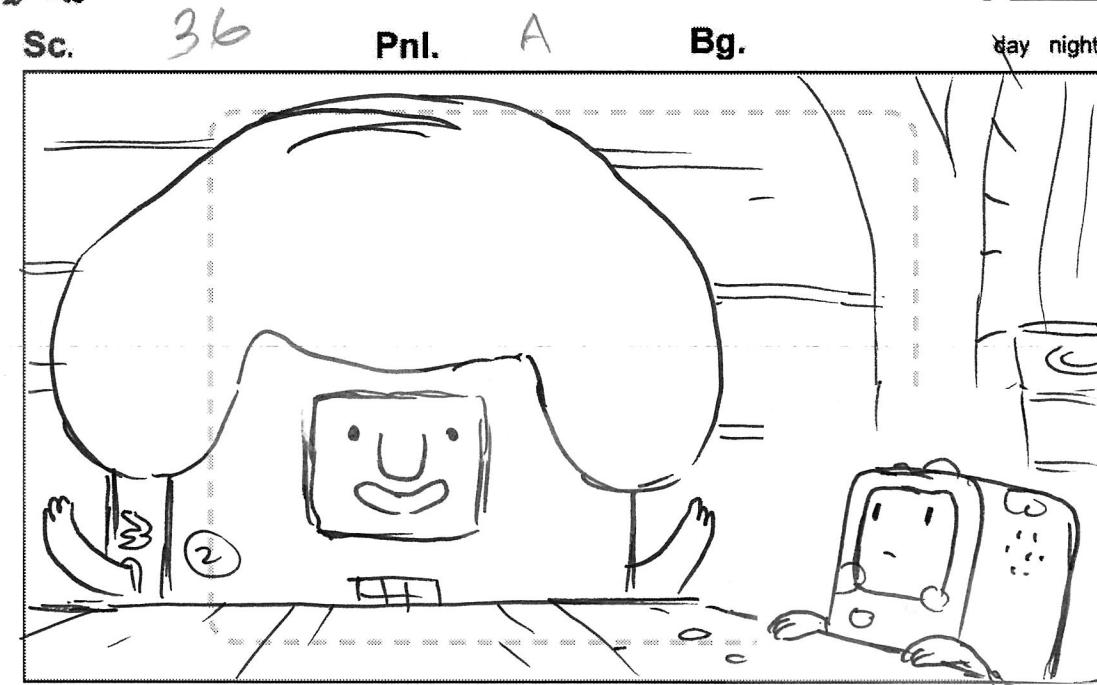
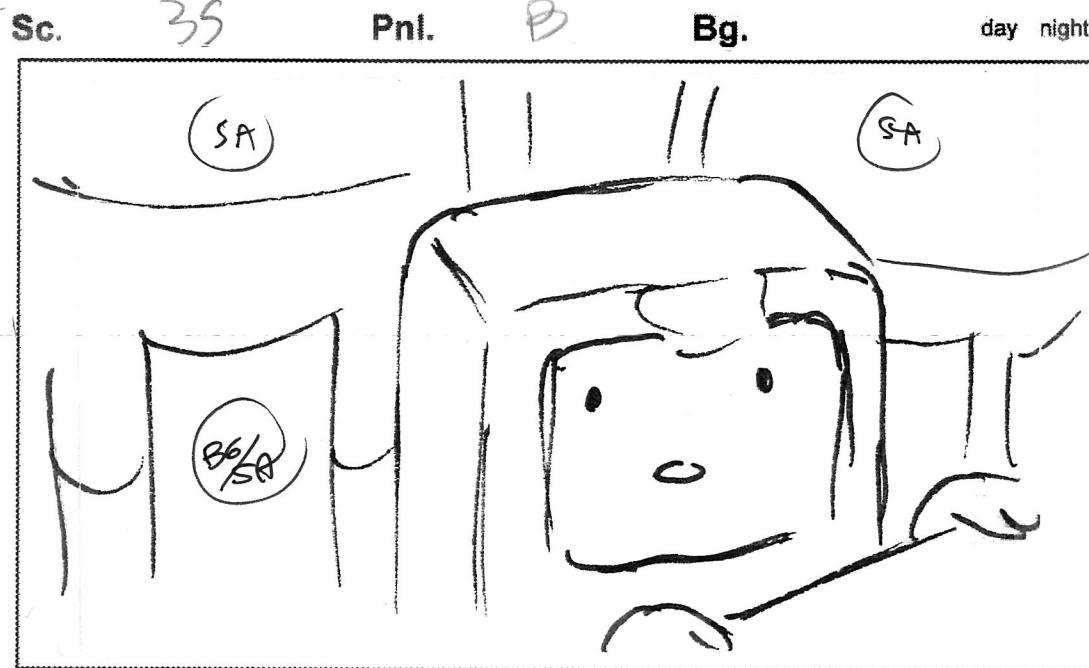
Production:

1034-224

# ADVENTURE TIME



Page 40



EPISODE # 1034-224

Dialog:

BMO For Neptr?

Mo \* chuckle \* No -  
③ it's a special rite of passage I  
designed just for you BMO,

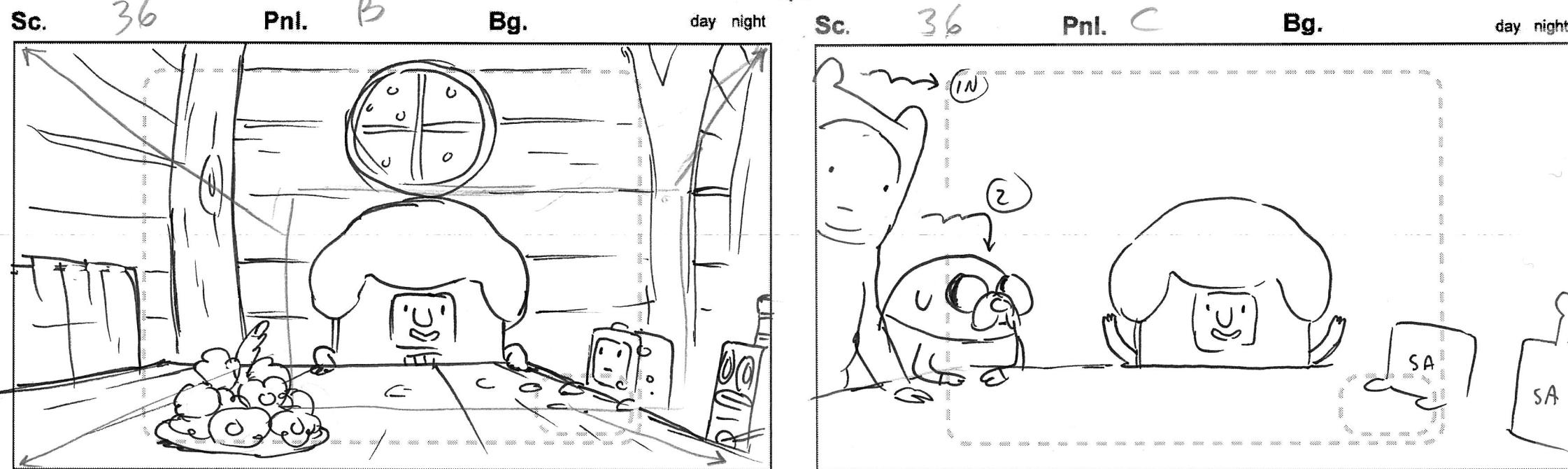
Action:

Timing:

# ADVENTURE TIME



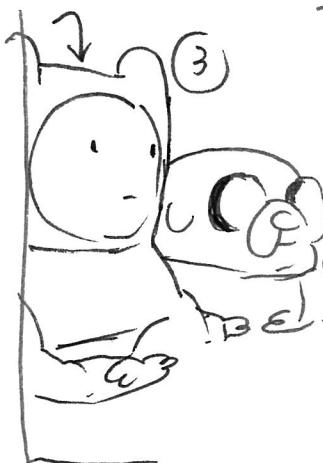
Page 41



Dialog:  
Moe → A simple jaunt to the Moe factory & back, that's all, →

and then you'll be ...  
A Grown-up!

Action:



Timing:

Production :

1034-224

EPISODE #

# ADVENTURE TIME



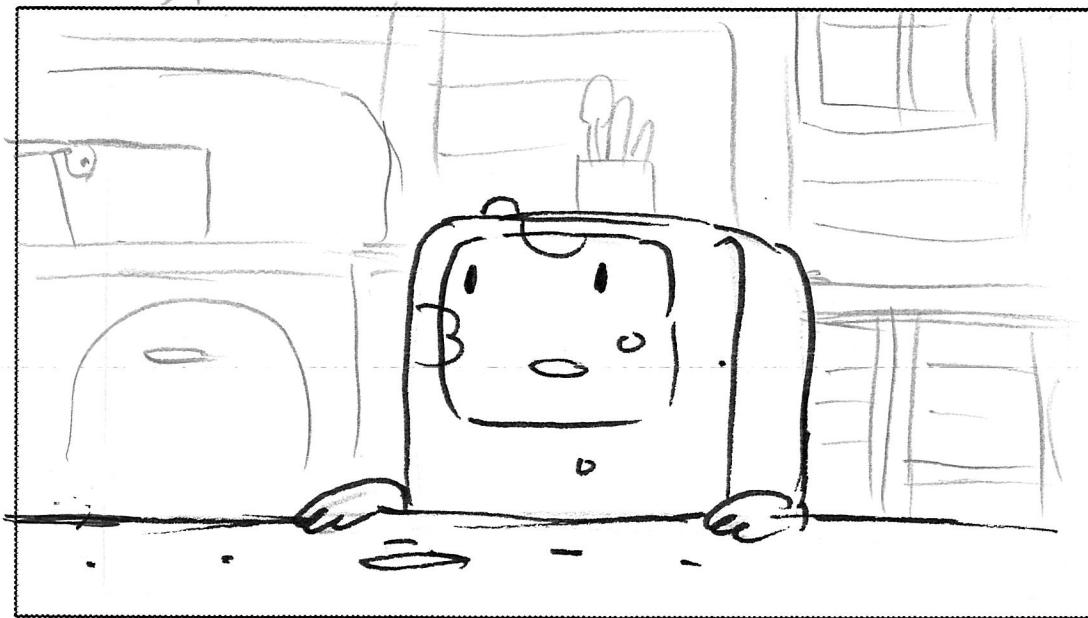
Page 42

Sc. 37

Pnl. A

Bg.

day night

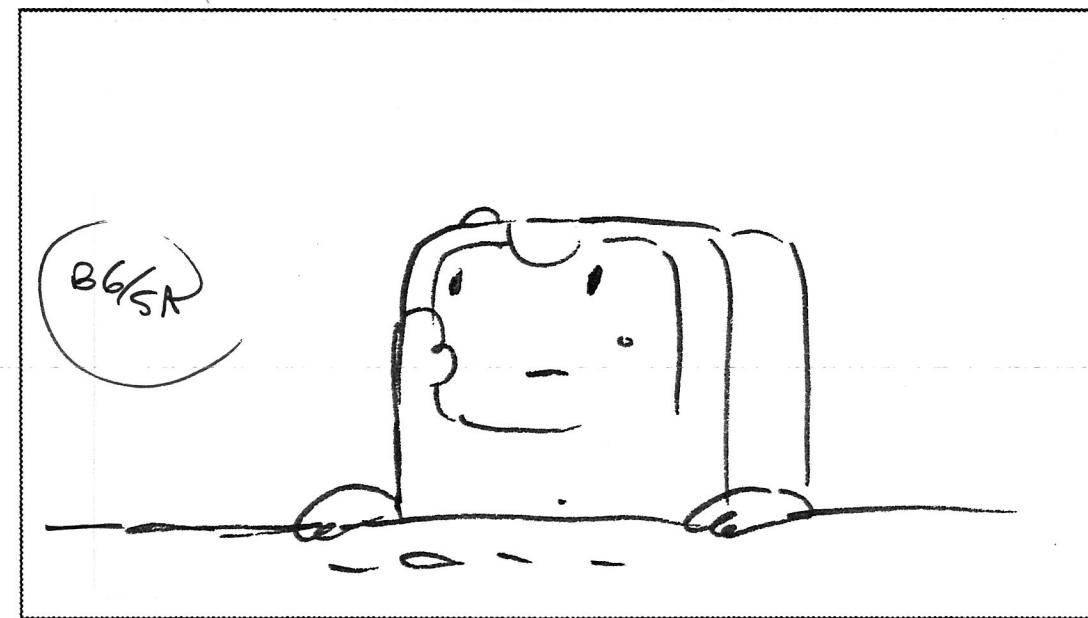


Sc. 37

Pnl. B

Bg.

day night



Dialog:

(BMo) wow...

(MSE CS) it's tradition!

Action:

Timing:

EPISODE #

Production :

1034-224

# ADVENTURE TIME



Page 43

Sc. 37

Pnl. C

Bg.

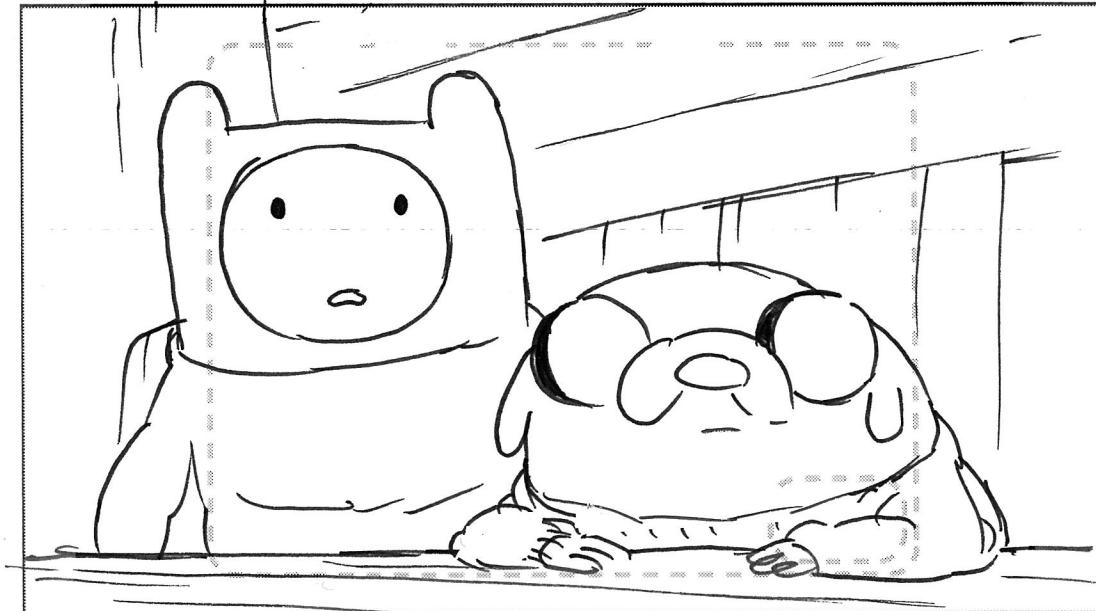
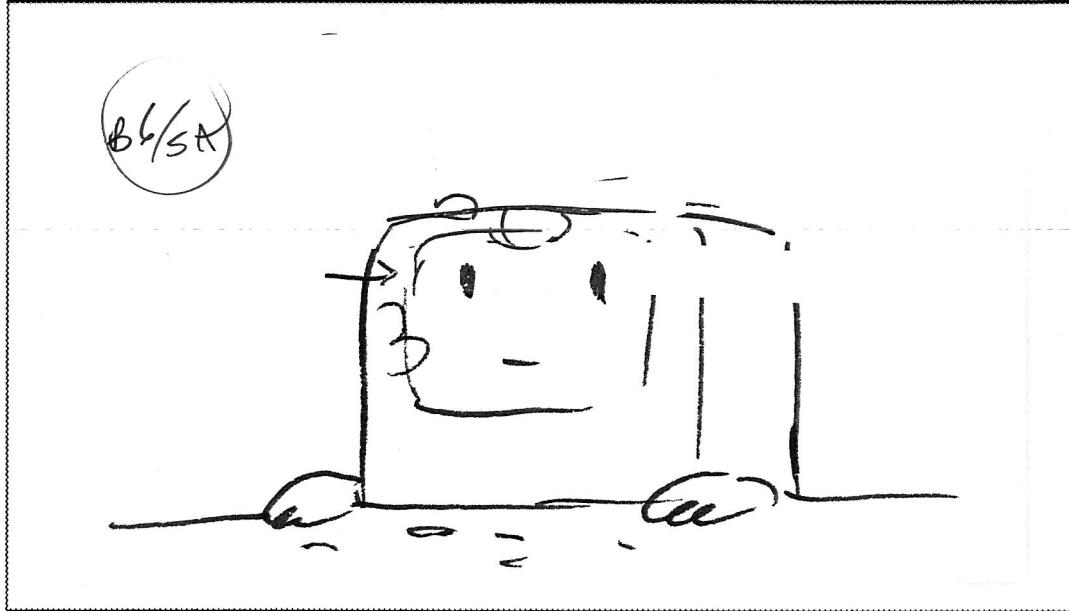
day night

Sc. 38

Pnl. A

Bg.

day night



Dialog:

(FOCUS) hm -  
I don't  
know ...

Action:

- BMO looks at Finn  
across the table.

Timing:

(F:) it sounds  
dangerous

Production :

EPISODE #

1034-224

# ADVENTURE TIME



Page

44

Sc.

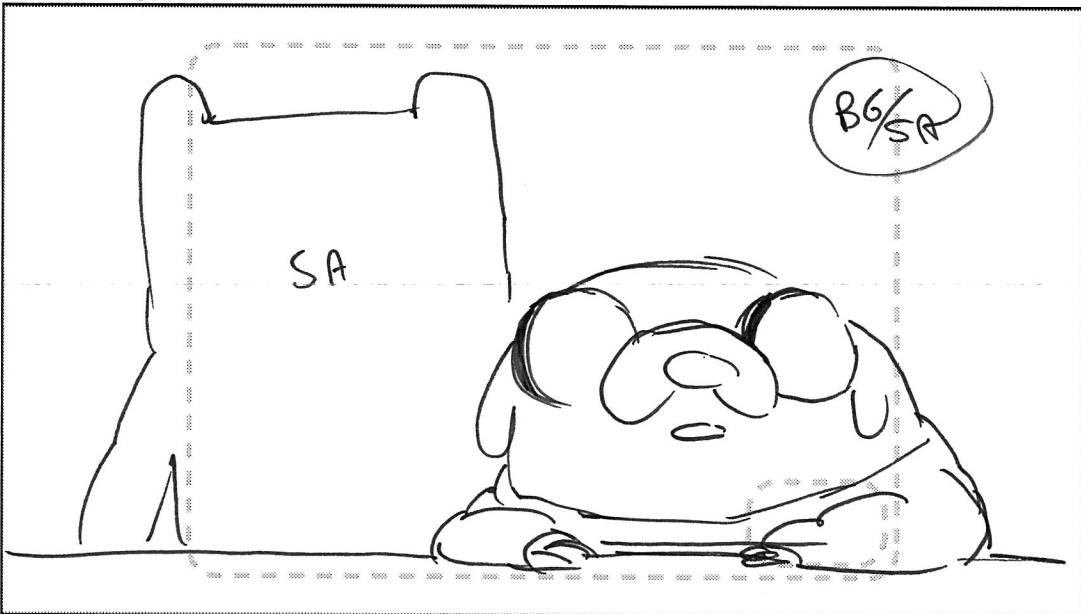
38

Pnl.

B

Bg.

day night



Sc.

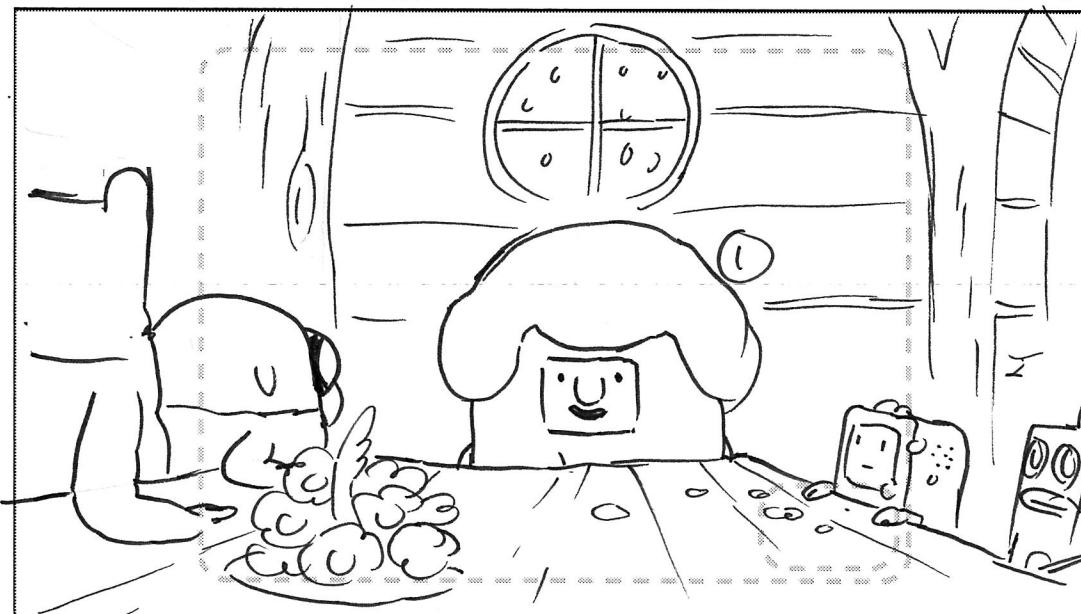
39

Pnl.

A

Bg.

day night



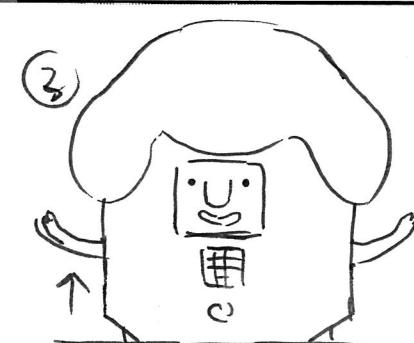
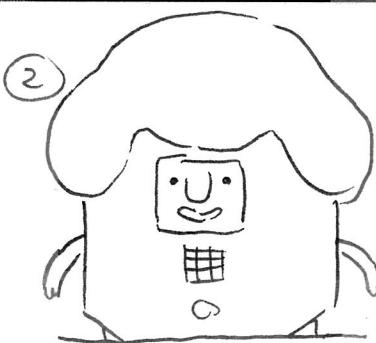
Dialog:

J.: Yeah - BMO's like a baby almost.

Moe  
1 Don't be silly -  
2 Every other MO's done it -  
3 Since forever!

Action:

- Moe stands up in his excitement.



Timing:

1034-224

EPISODE #

Production :

# ADVENTURE TIME



Page \_\_\_\_\_

45

Sc.

40

Pnl.

A

Bg.

day night

Sc.

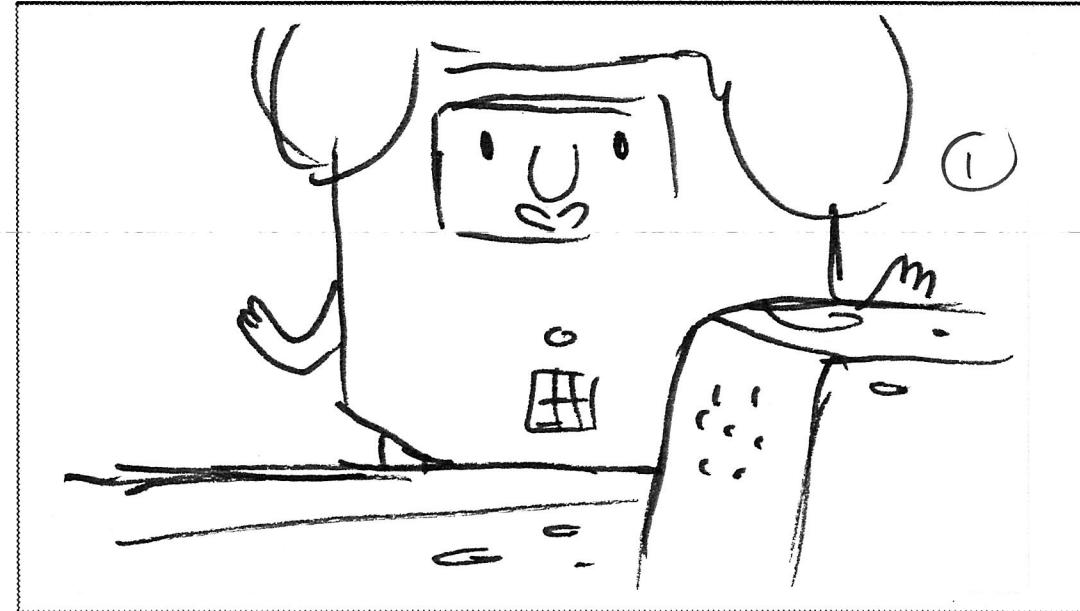
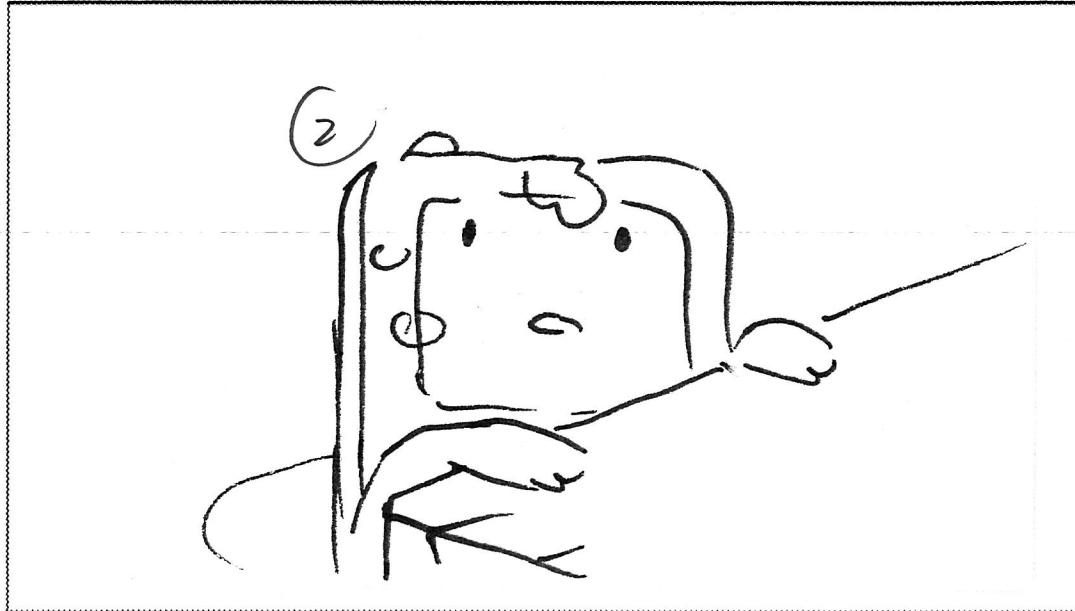
41

Pnl.

A

Bg.

day night



**Dialog:**

(BMO) ① But... ② won't  
I miss Finn  
& Jake.

**Action:**

①

**Timing:**

(M) ① Sure, but don't worry -  
② they'll be here  
when you get  
back.

EPISODE # 1034-224

Production :

# ADVENTURE TIME



Page 46

Sc. 42

Pnl. A

Bg.

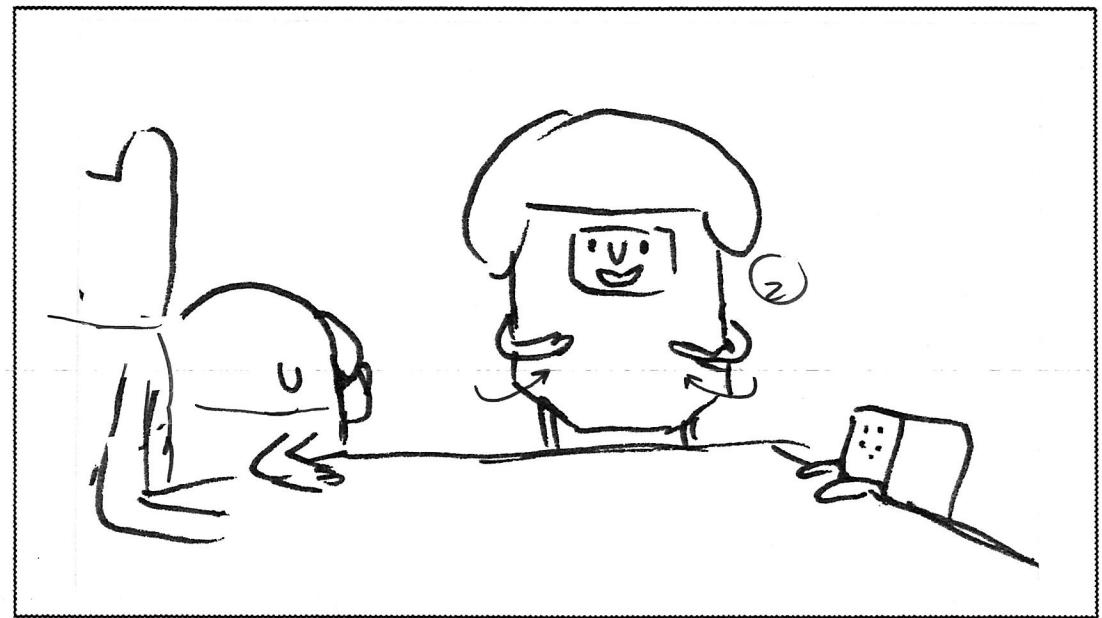
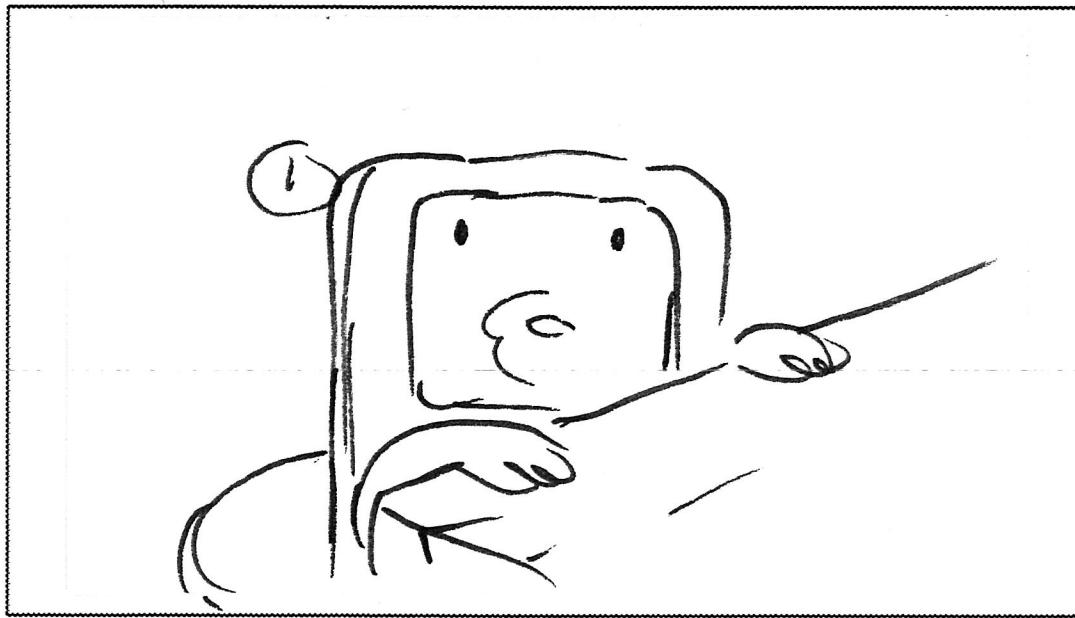
day night

Sc. 43

Pnl. A

Bg.

day night



Dialog:

(BMO) ① But... won't  
Finn + Jake miss  
me?



Action:

---

Timing:

---

(Mo) \* chuckle \*  
No, that's the  
beauty of it -  
② I'll be BMO  
while you're gone!



EPISODE #

Production :

1034-224

# ADVENTURE TIME



Sc. 44

Pnl.

A

Bg.

day night

Sc.

44

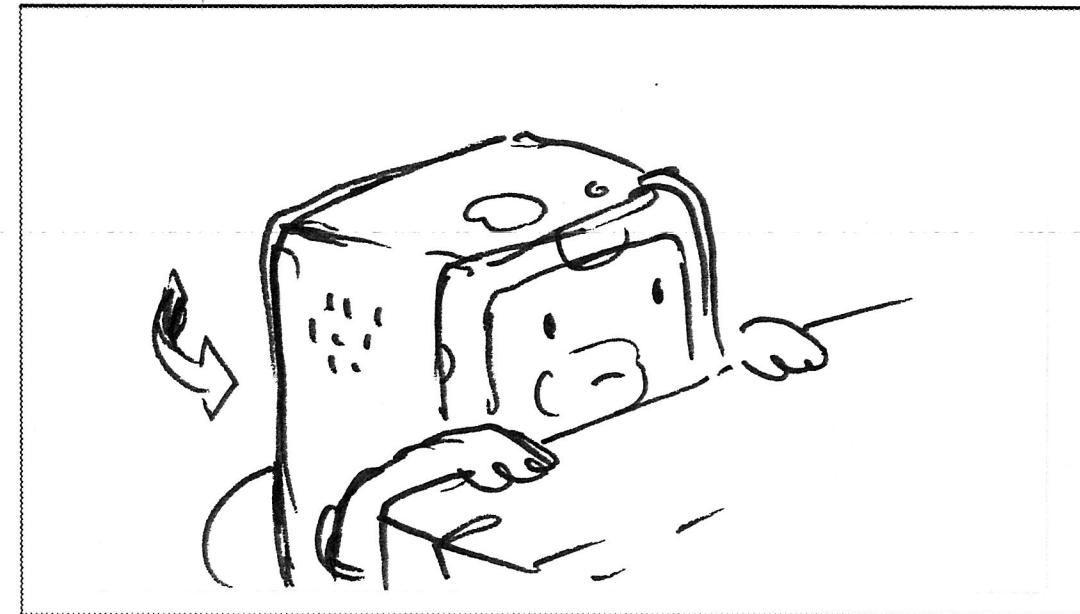
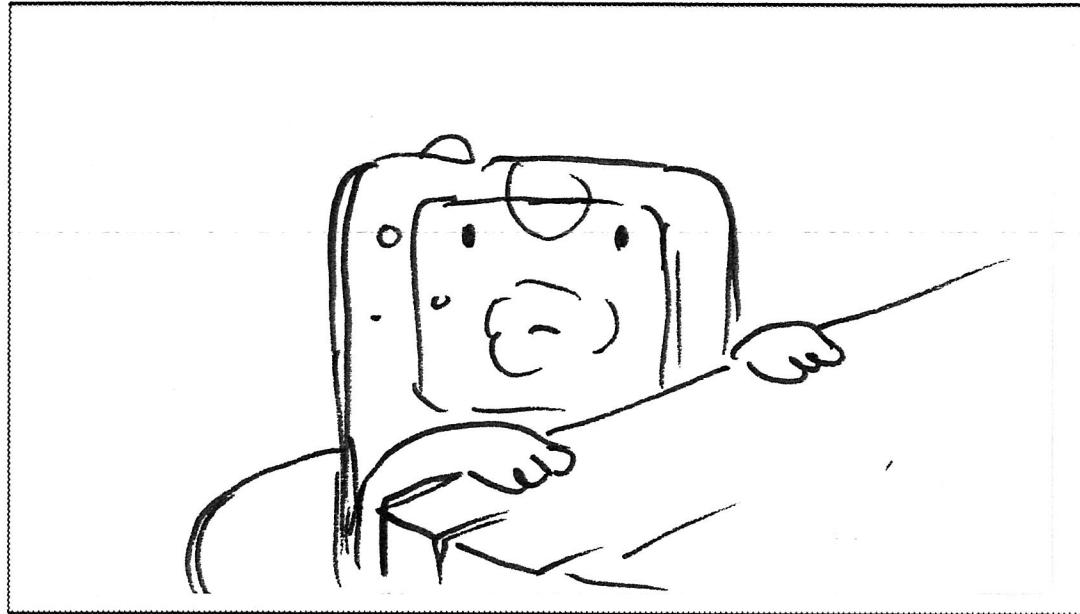
Pnl.

B

Bg.

Page \_\_\_\_\_

47



Dialog:

MOOS \*CHUCKLING\*

Action:

NEPTR HOORAY!

Timing:

MO \*Chuckling\*

Production :

1034-224

EPISODE #

# ADVENTURE TIME



Page 48

Sc. 44

Pnl. C

Bg.

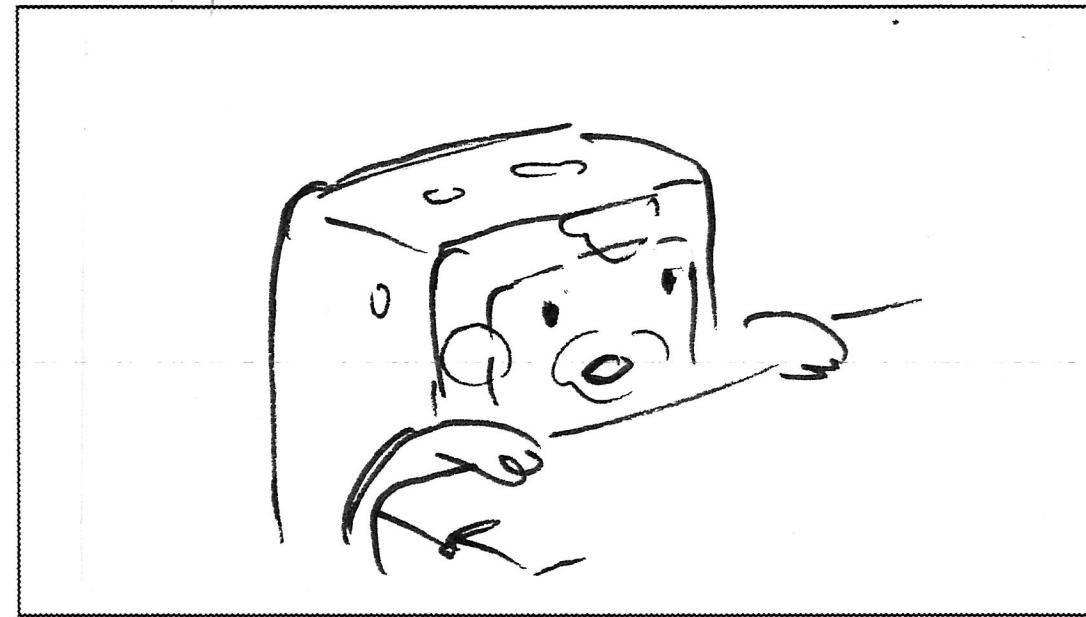
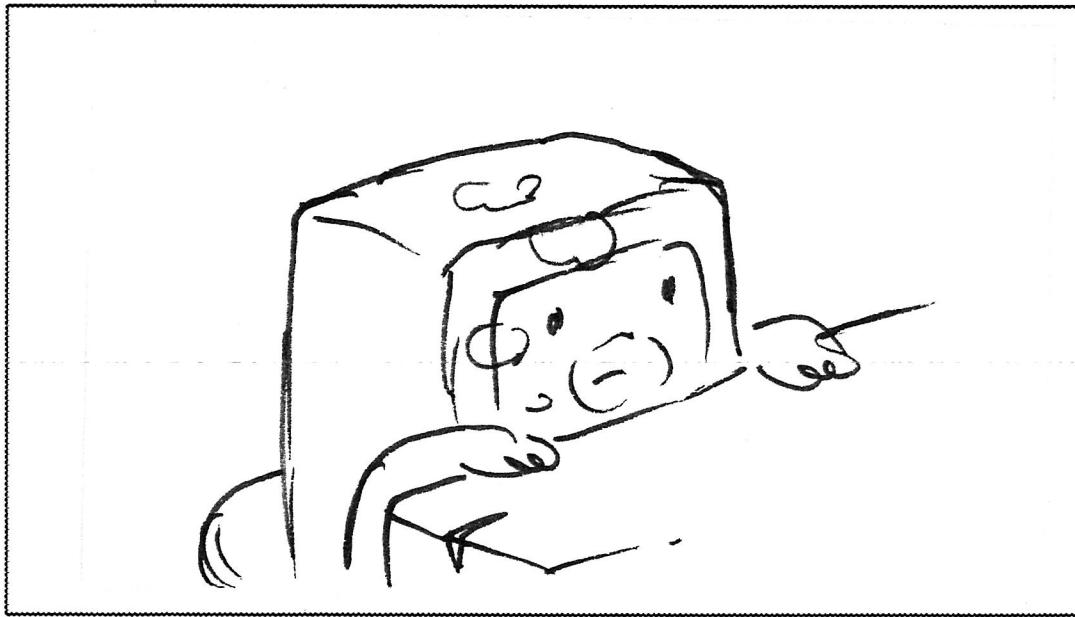
day night

Sc. 44

Pnl. D

Bg.

day night



EPISODE # 1034-224

Production :

Dialog:

**(Neptr)** - chuckle  
**(Mo)** - HOORAY (wollo)

Neptr/Moe : still chuckling (fading out)

**(BMO)** hooray?..

Action:

Timing:

# ADVENTURE TIME



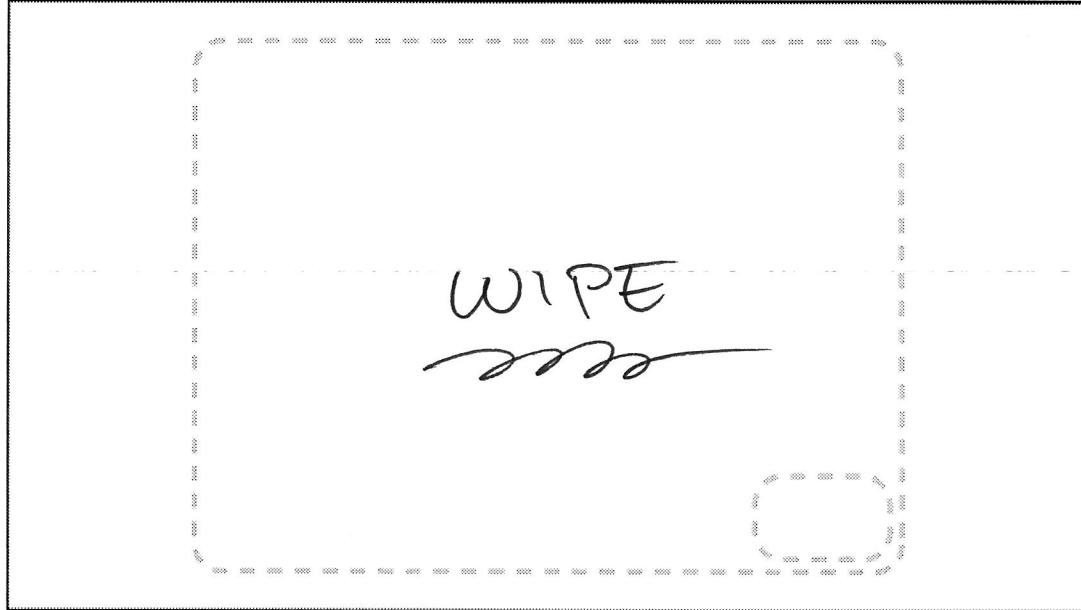
Page 49

Sc.

Pnl.

Bg.

day night



Sc.

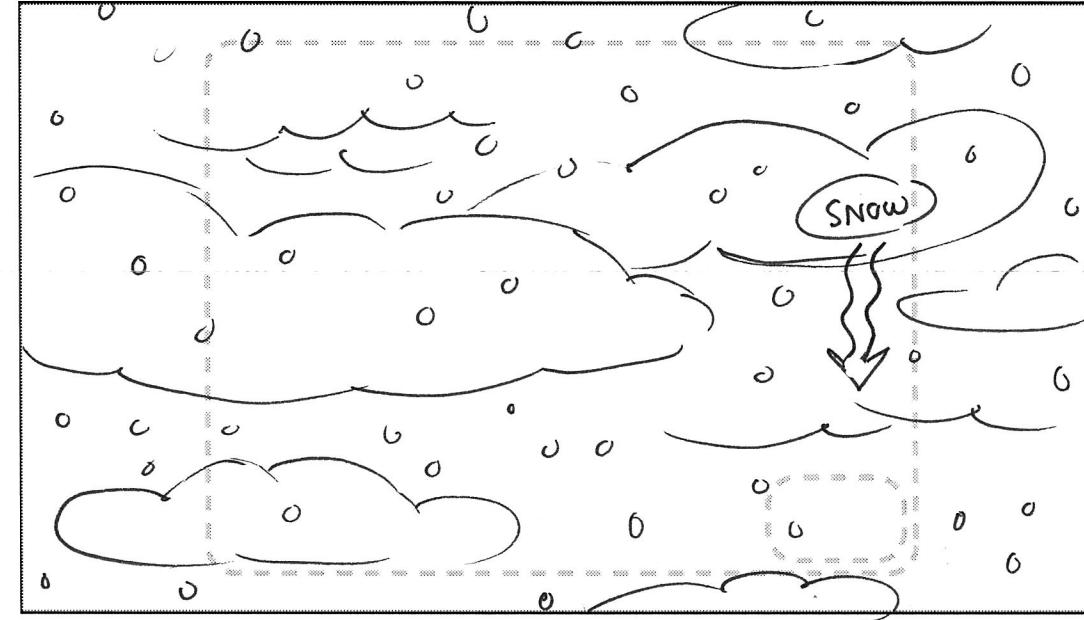
45

Pnl.

A

Bg.

day night



Dialog:

Action:

- Snow falls slowly + steadily

Timing:

Production :

1034-224

EPISODE #

# ADVENTURE TIME



Page 50

Sc.

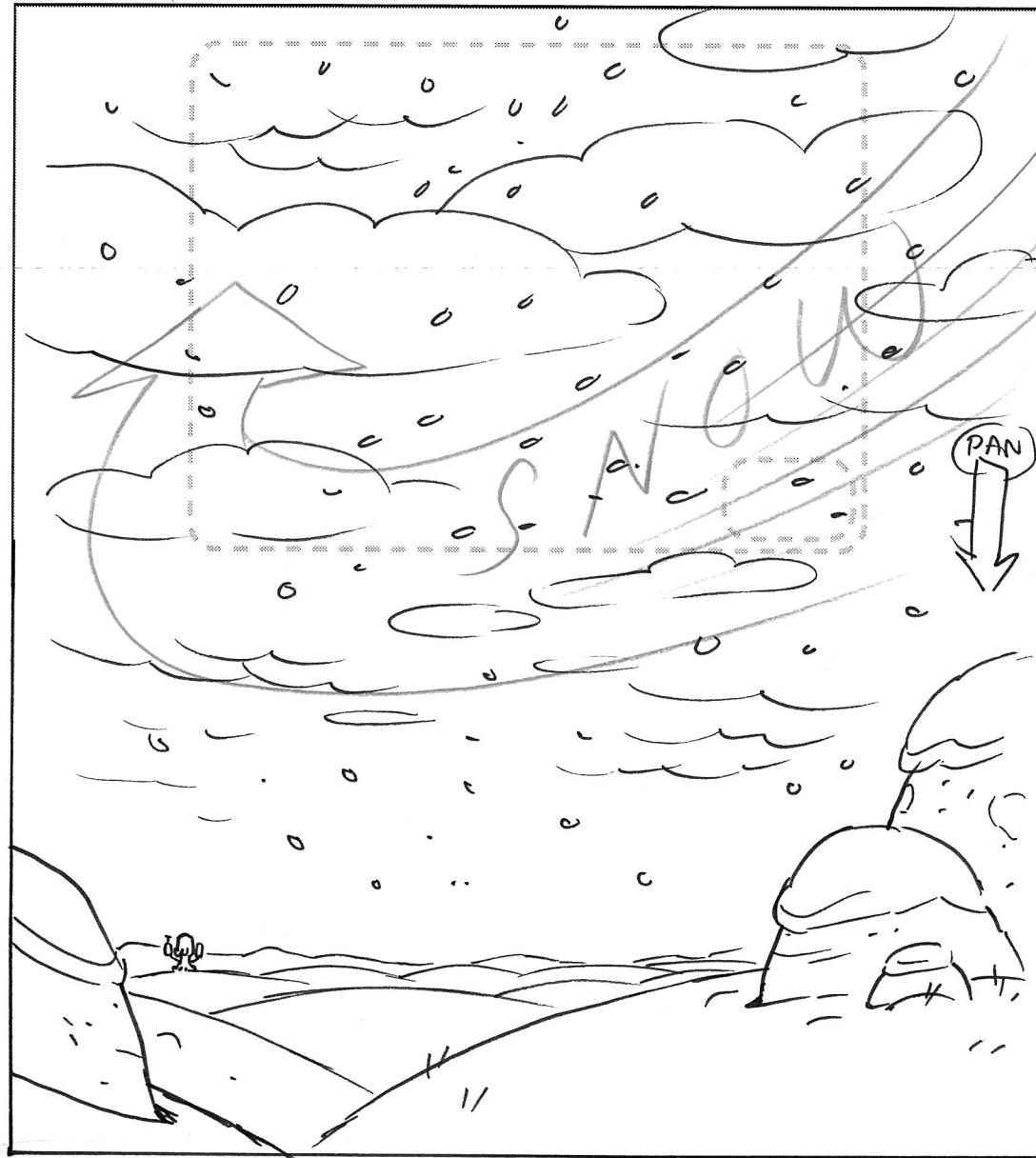
45

Pnl.

B

Bg.

day night



Dialog:

Action:

- Gust of wind blows snow in a whirl

Timing:

EPISODE #

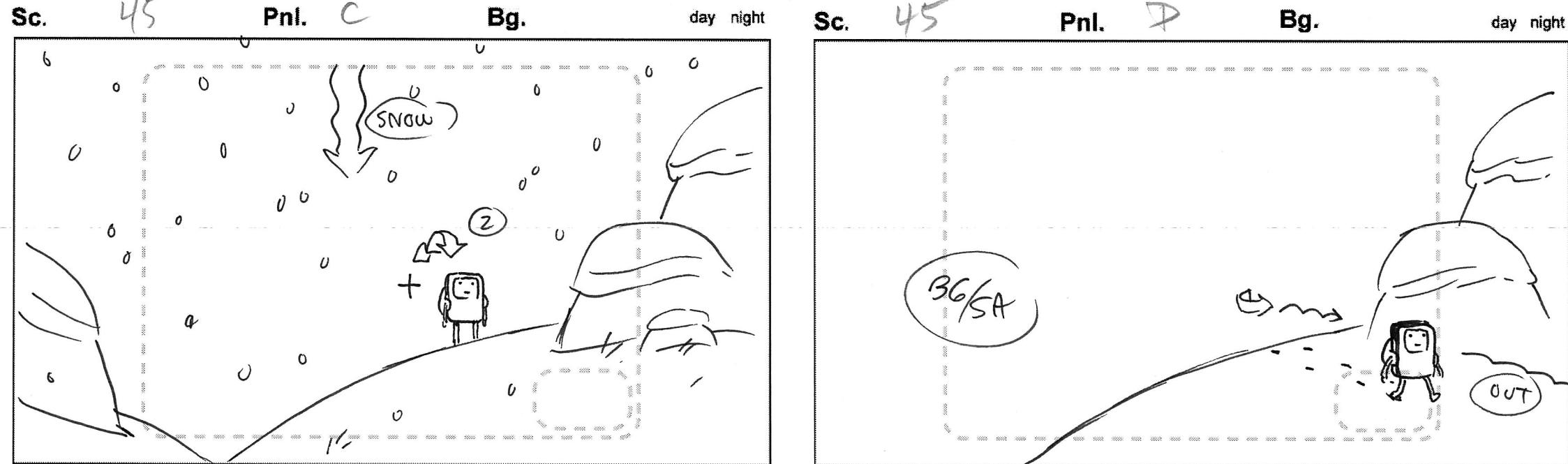
Production :

1034-224

# ADVENTURE TIME

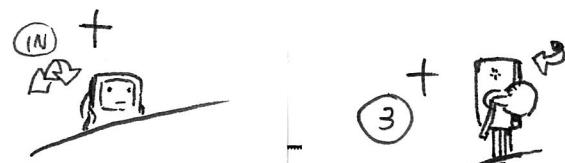


Page 51



## Dialog:

## Action



- Snow resumes slow steady falling
- BMO walks over the hill, leaving footprints in the snow

## Timing:

HOLD FOR A BEAT  
ON (3)

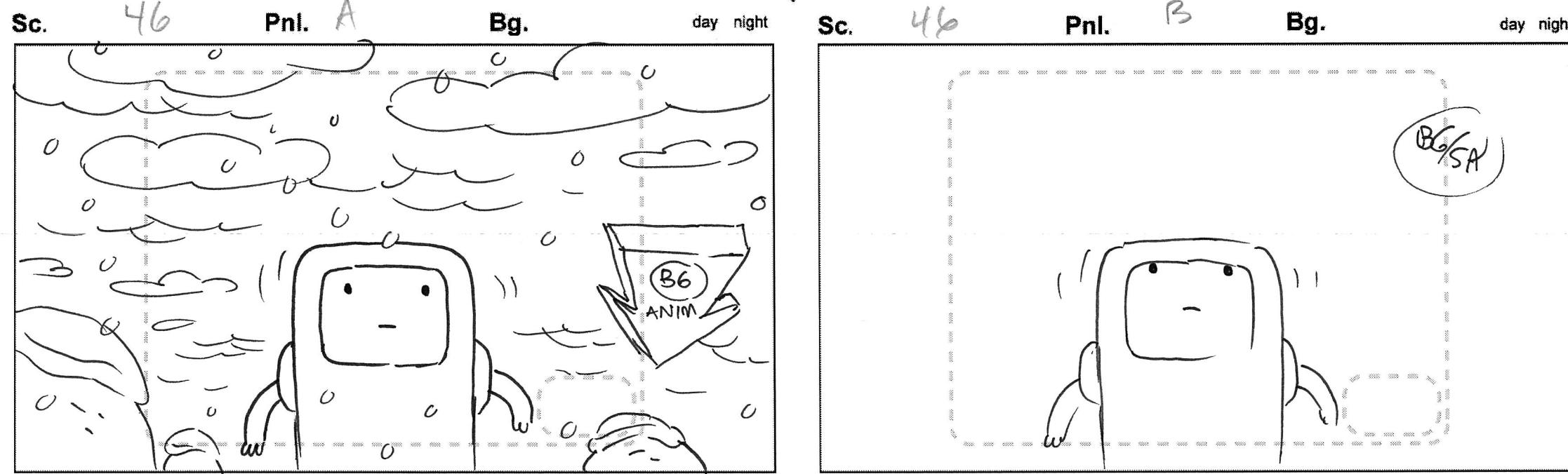
Production :

EPISODE # 1034-224

# ADVENTURE TIME



Page 52



EPISODE #

1034-224

Dialog:

Action:

- BMO walks forward, BG recedes

- BMO looks up at the sky as he's walking.

Timing:

Production :

# ADVENTURE TIME



Page 53

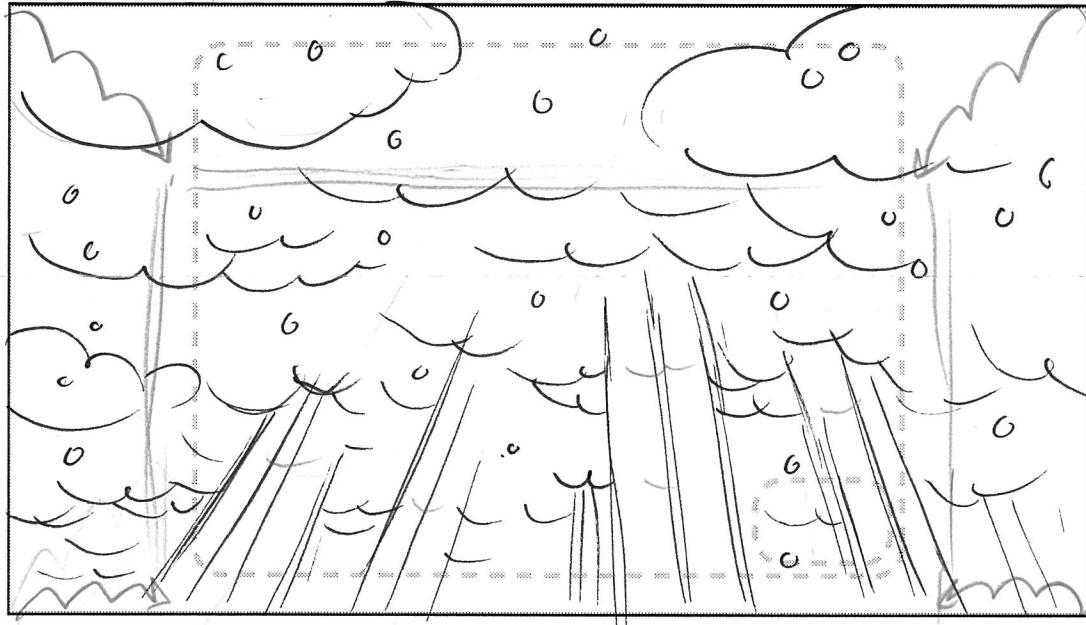
Sc.

47

Pnl. A

Bg.

day night



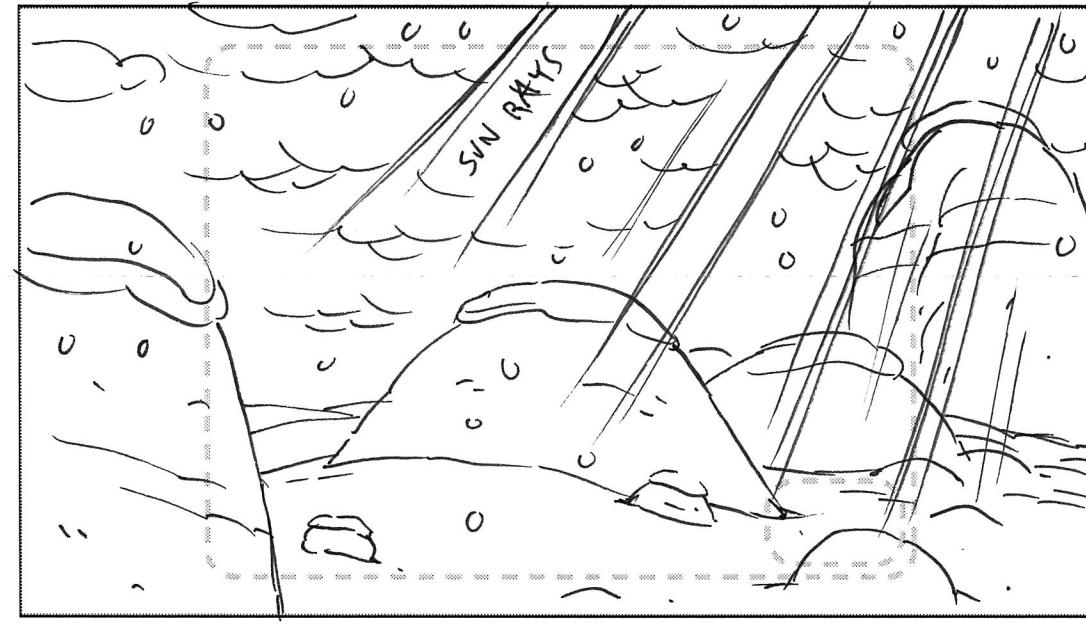
Sc.

48

Pnl. A

Bg.

day night



Dialog:

Action:

- Truck in on sunny clouds
- Bounce mimics Bmo's steps?

Timing:

Production :

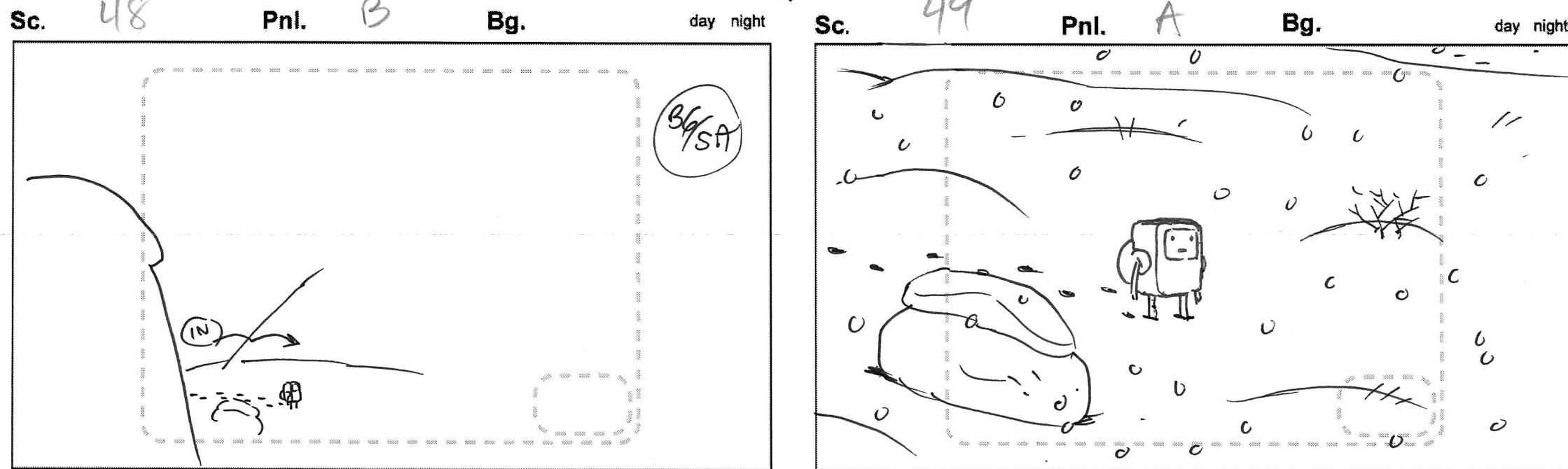
1034-224

EPISODE #

# ADVENTURE TIME



Page 54



EPISODE #

1034-224

Production :

Dialog:

(Bmo:) Air?

Action:

Timing:

# ADVENTURE TIME



55

Page \_\_\_\_\_

Sc.

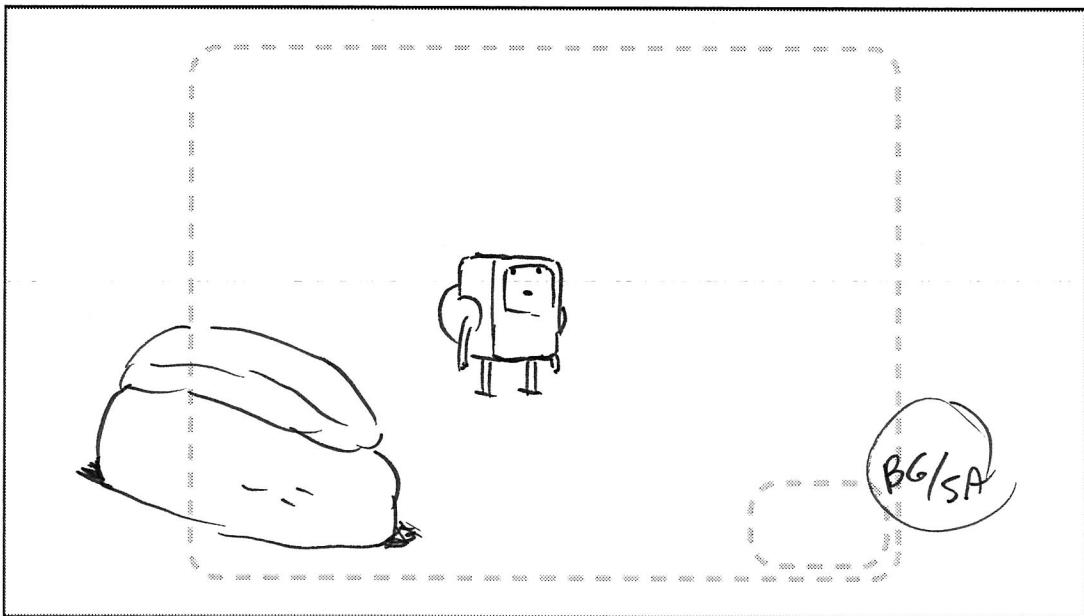
49

Pnl.

B

Bg.

day night



Sc.

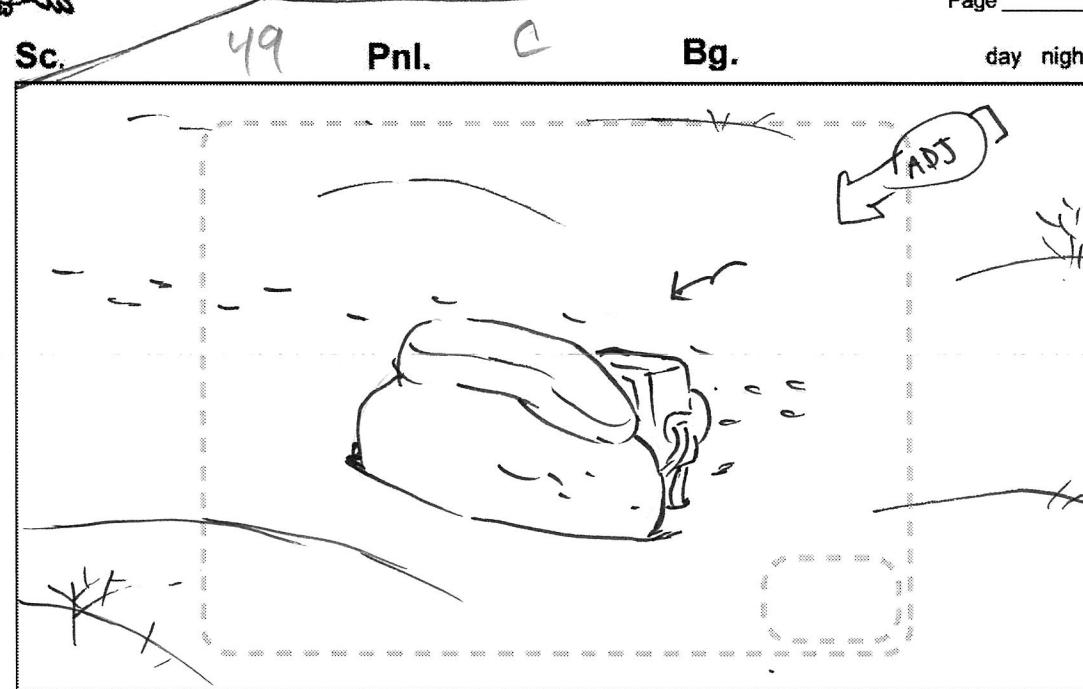
49

Pnl.

C

Bg.

day night



Dialog:

BMO: Are you there, Air?  
It's me BMO.

Action:

Timing:

EPISODE #

1034-224

Production :

# ADVENTURE TIME



Page

56

Sc.

49

Pnl.

D

Bg.

day night

Sc.

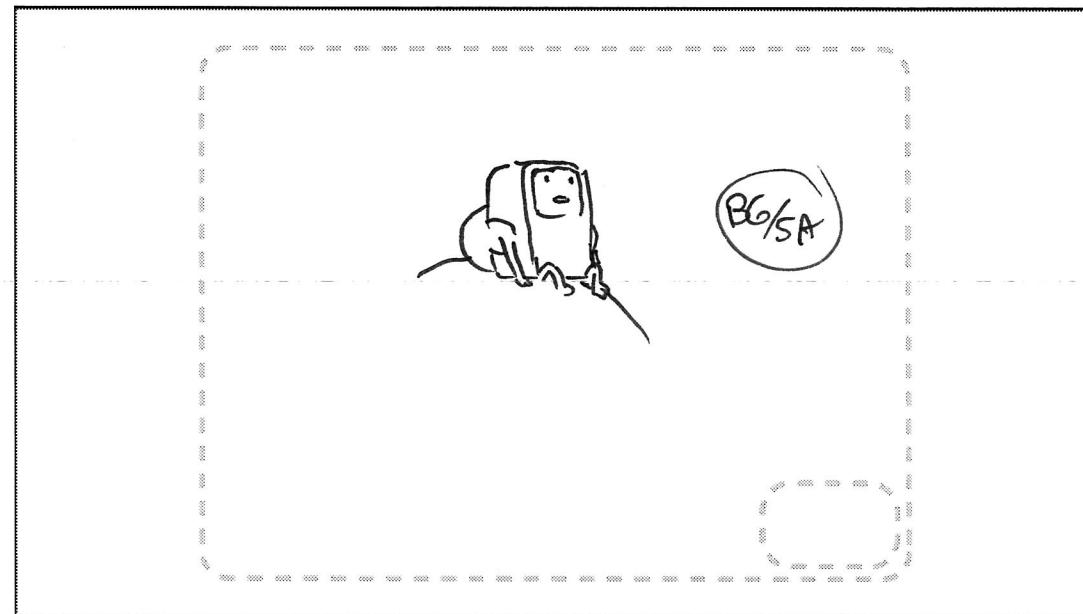
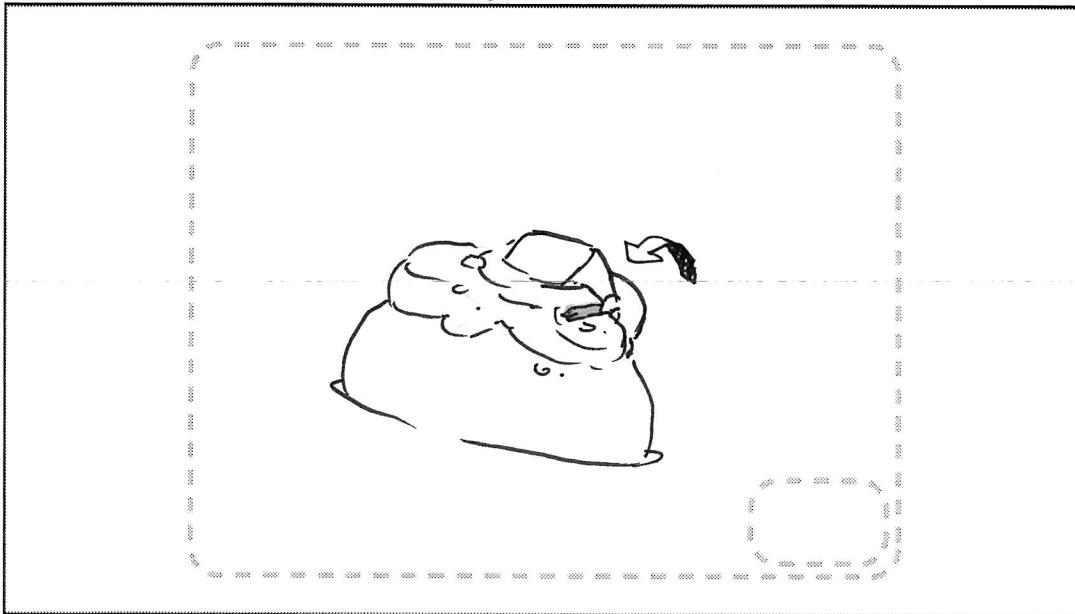
49

Pnl.

E

Bg.

day night



Dialog:

(BMO)

I know it's been a long  
time since we talked...

Action:



- BMO climbs on rock,  
pushing snow off.

Timing:

Production :

1034-224

EPISODE #

# ADVENTURE TIME



Page 57

Sc.

49

Pnl.

F

Bg.

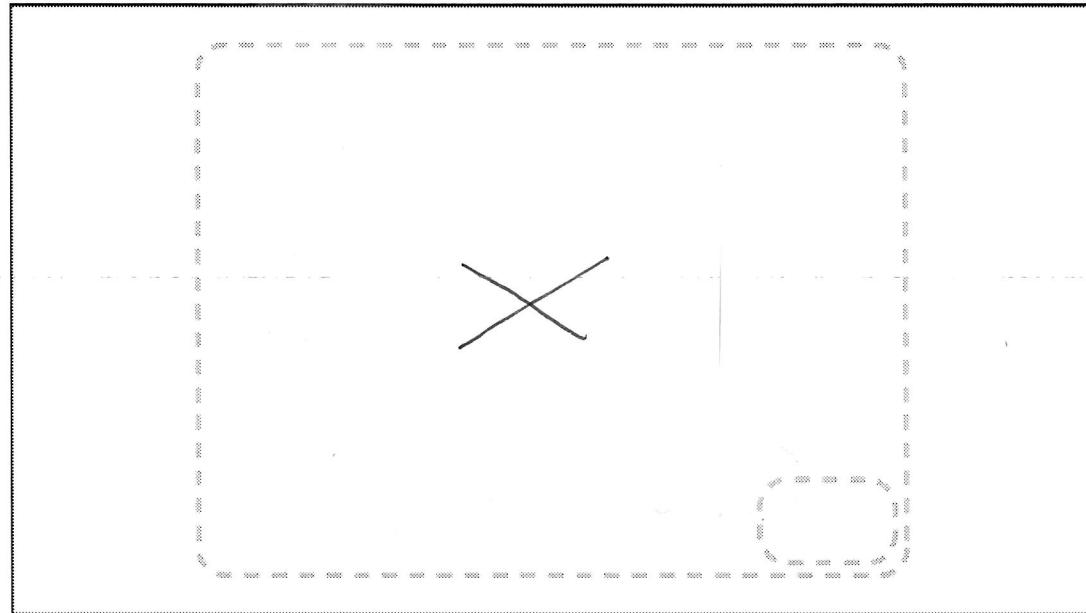
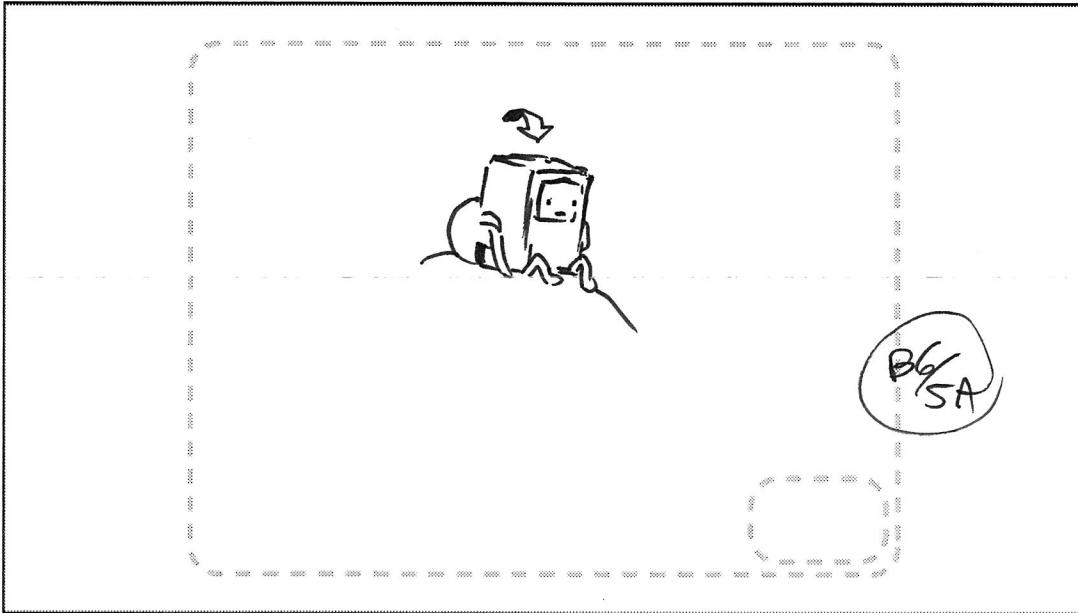
day night

Sc.

Pnl.

Bg.

day night



Dialog:

(BMO)

Sorry about that.

Action:

Timing:

Production :

1034-224

EPISODE #

# ADVENTURE TIME



Page 58

Sc.

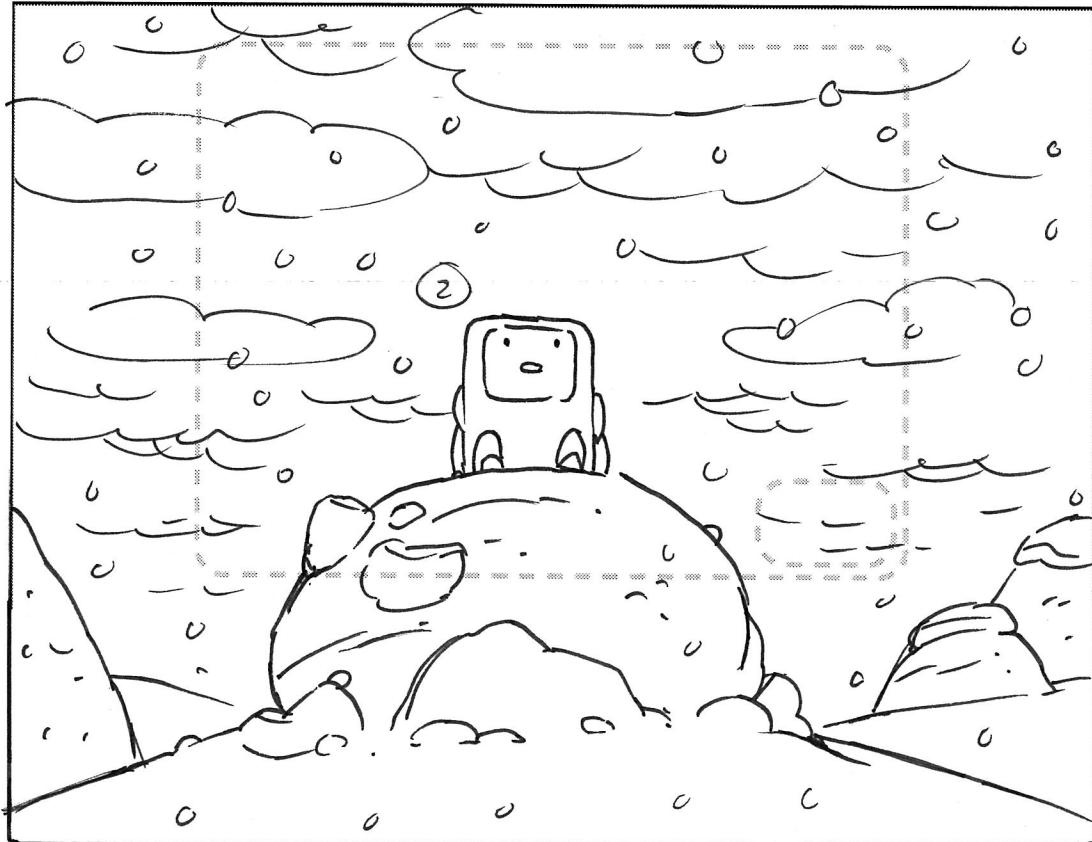
50

Pnl.

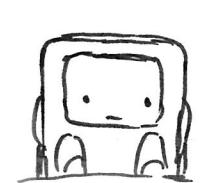
A

Bg.

day night



↑  
ADJ



(1)

Dialog:

(BMO!)

But, well maybe if you  
don't wanna talk, you could  
just listen.

Action:

Timing:

Production :

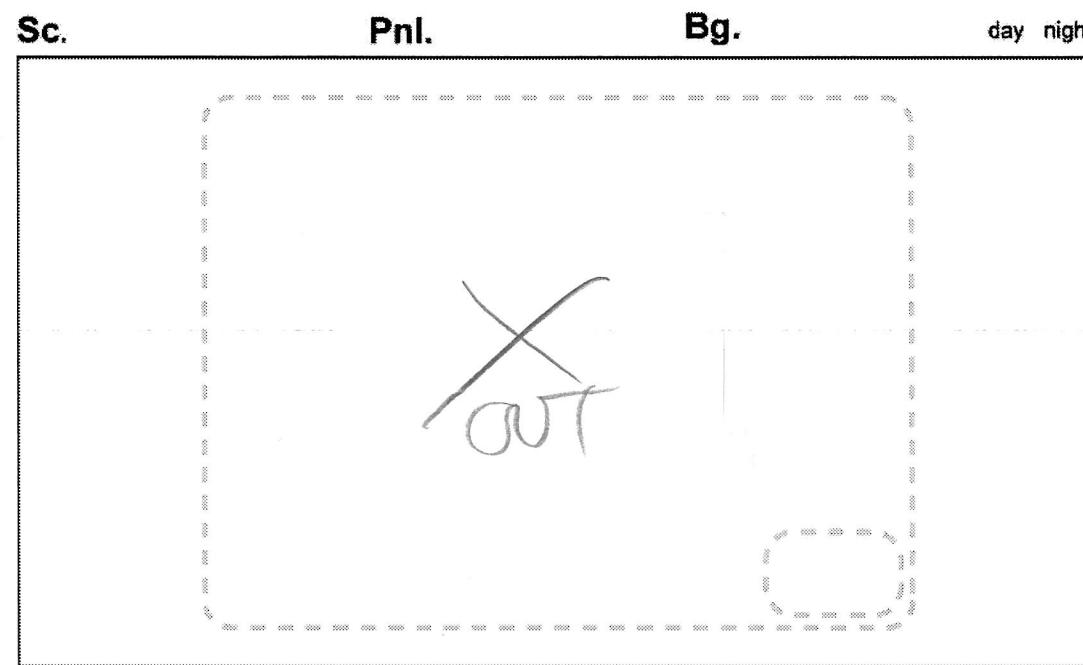
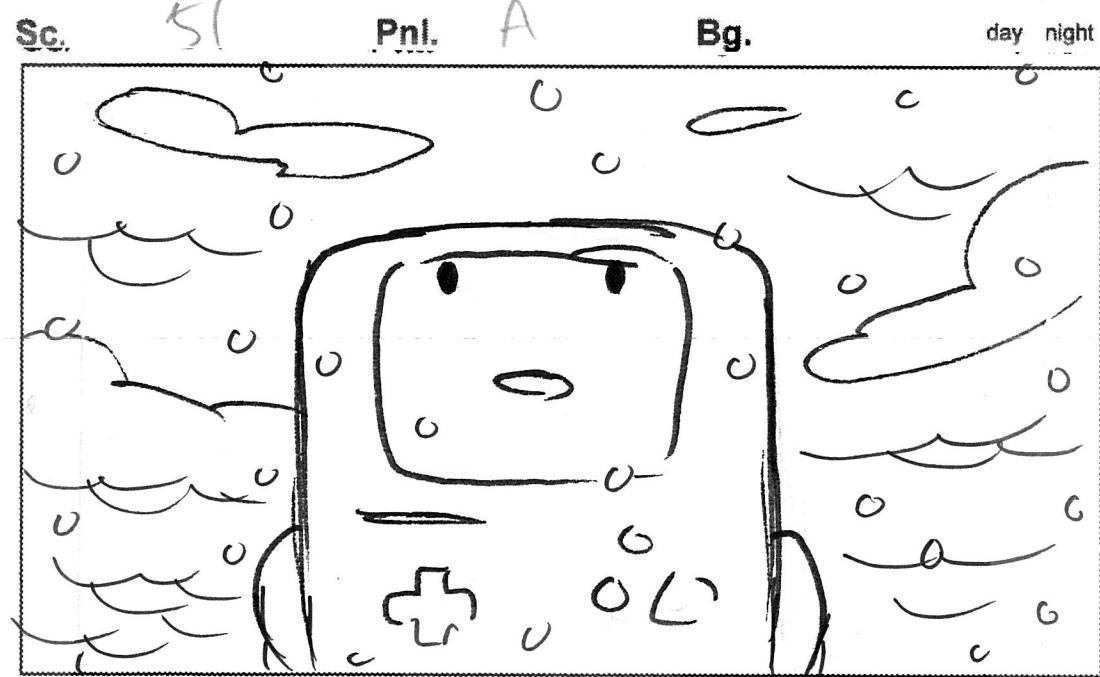
EPISODE #

1034-224

# ADVENTURE TIME



Page 59



Dialog:

(BMC) Mae told me if I do  
this thing, I'll be a  
grown-up,

Action:

Timing:

EPISODE #

Production :

1034-224

# ADVENTURE TIME



Page 60

Sc.

52

Pnl.

A

Bg.

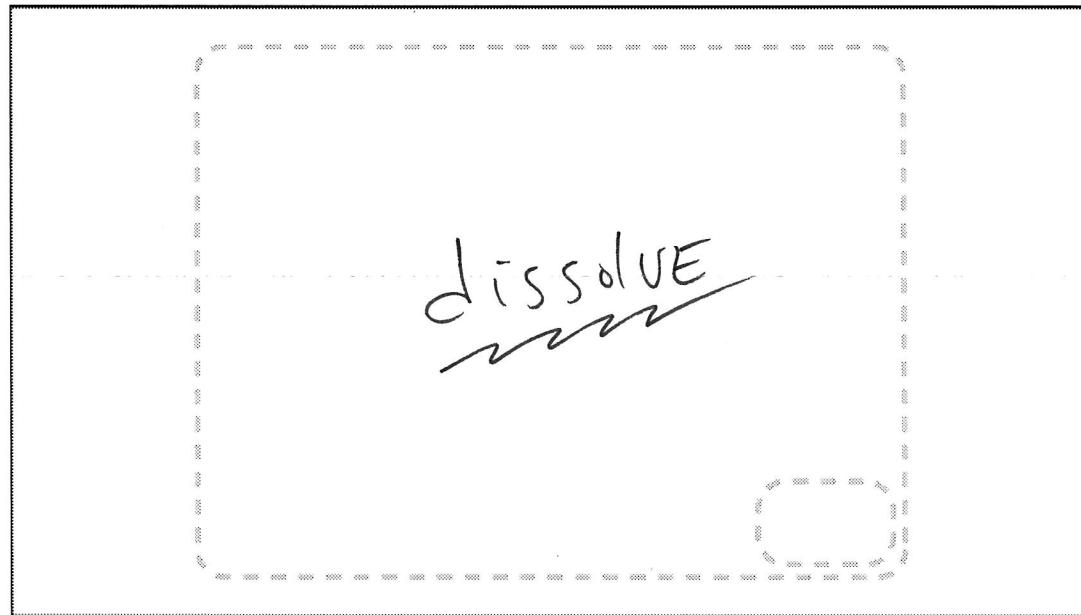
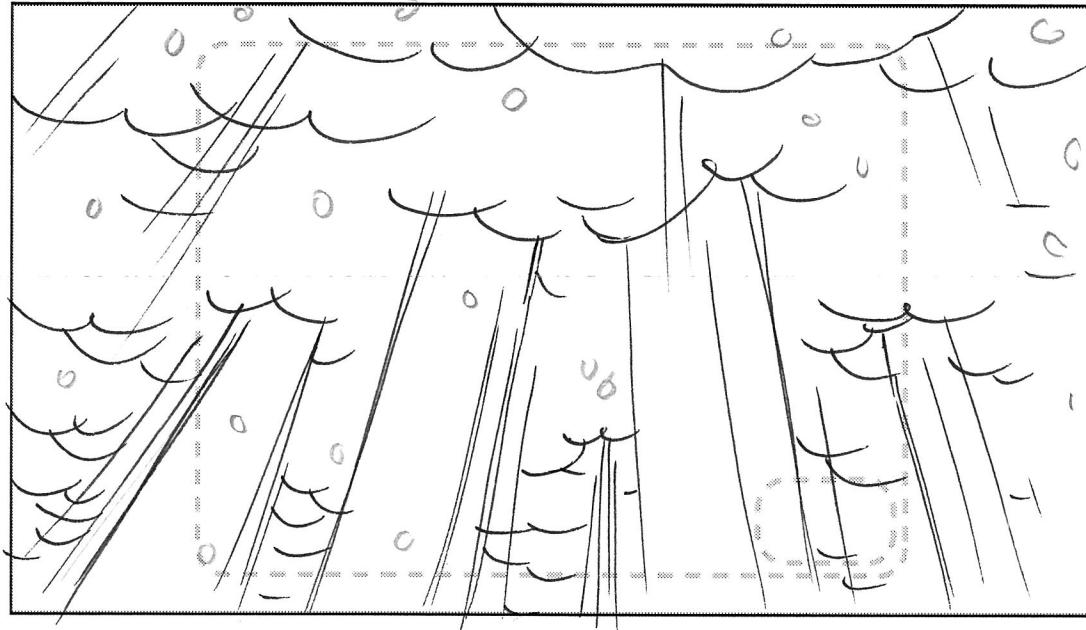
day night

Sc.

Pnl.

Bg.

day night



Dialog:

(Bmo) → and that sounds cool  
I guess, like, →

(Bmo) → if I was grown, then, →

Action:

— Rays shimmer gently

Timing:

EPISODE #

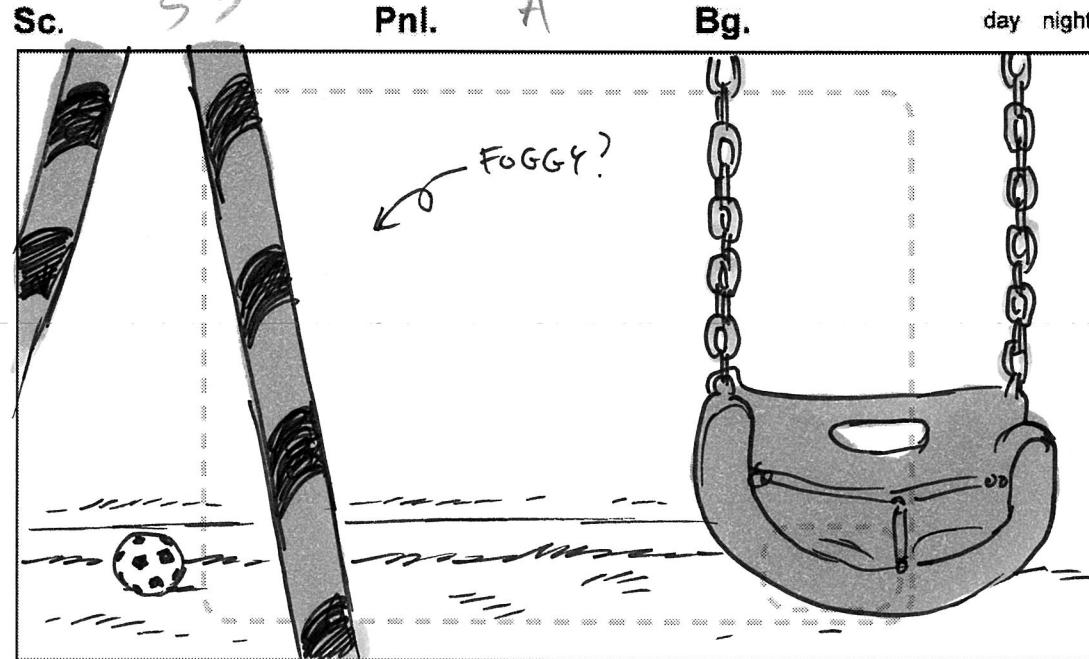
Production :

1034-224

# ADVENTURE TIME



Page 61



EPISODE # 1034-224

Production :

Dialog:  
BMO → I could drive to the playground all by myself, →

Action:  
  


Timing:  

- Car drives in,
- ADULT BMO gets out of car.

# ADVENTURE TIME



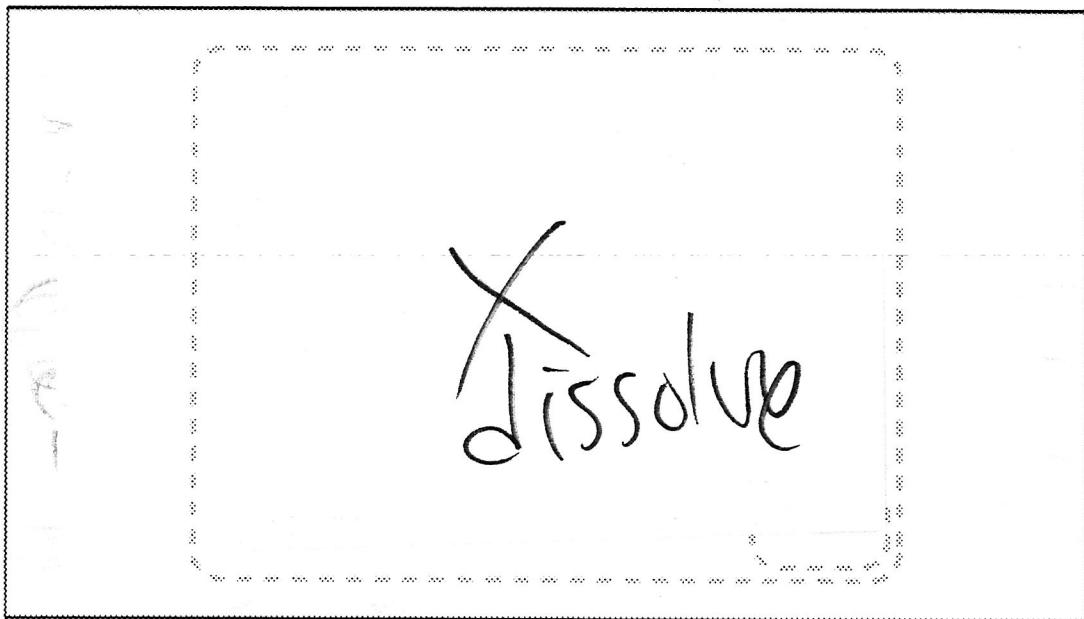
Page \_\_\_\_\_

Sc.

Pnl.

Bg.

day night



Sc.

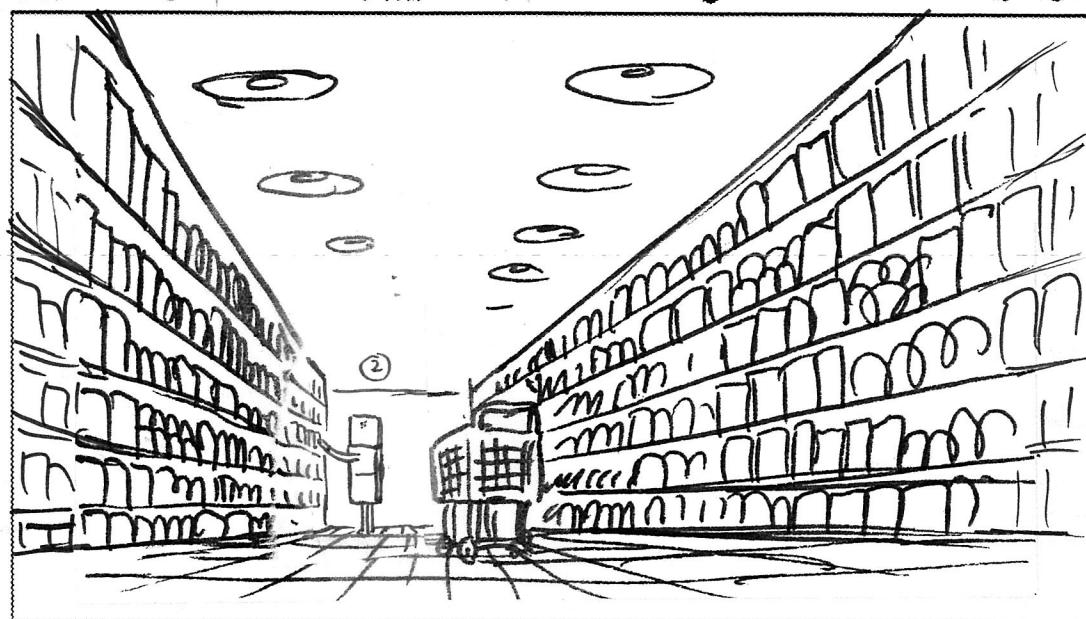
54

Pnl.

A

Bg.

day night



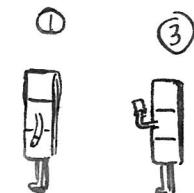
Dialog:

(BMO) VO

and.. I could  
buy my own  
pacifiers at  
the store...  
IF I was grown.

Action:

Timing:



- BMO  
inspects  
product from  
shelf.

Production :

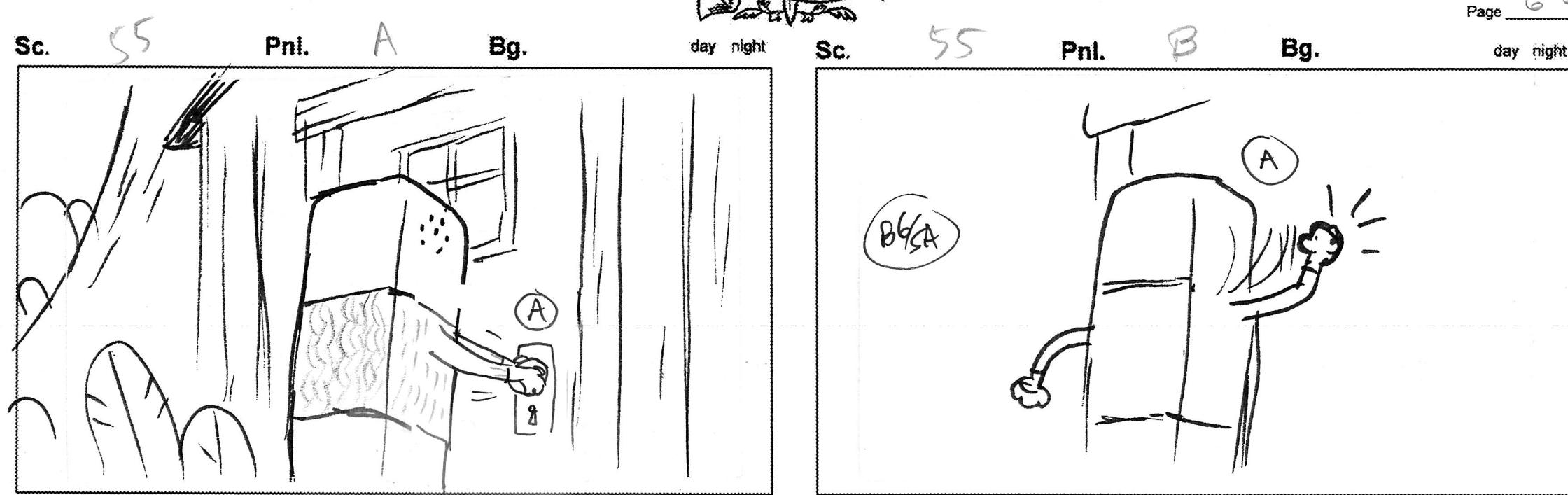
1034-224

EPISODE #

# ADVENTURE TIME



Page 63



EPISODE #

1034-224

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**Dialog:** SFX: = Rattle =  
= rattle =

(BMO) VO But then ..  
if I change..

SFX: = BAM BAM =

**Action:**

B

**Timing:**

- BMO tries to open locked door.

**Action:**

B

**Timing:**

- BMO bangs on locked door.

Production :

# ADVENTURE TIME



64

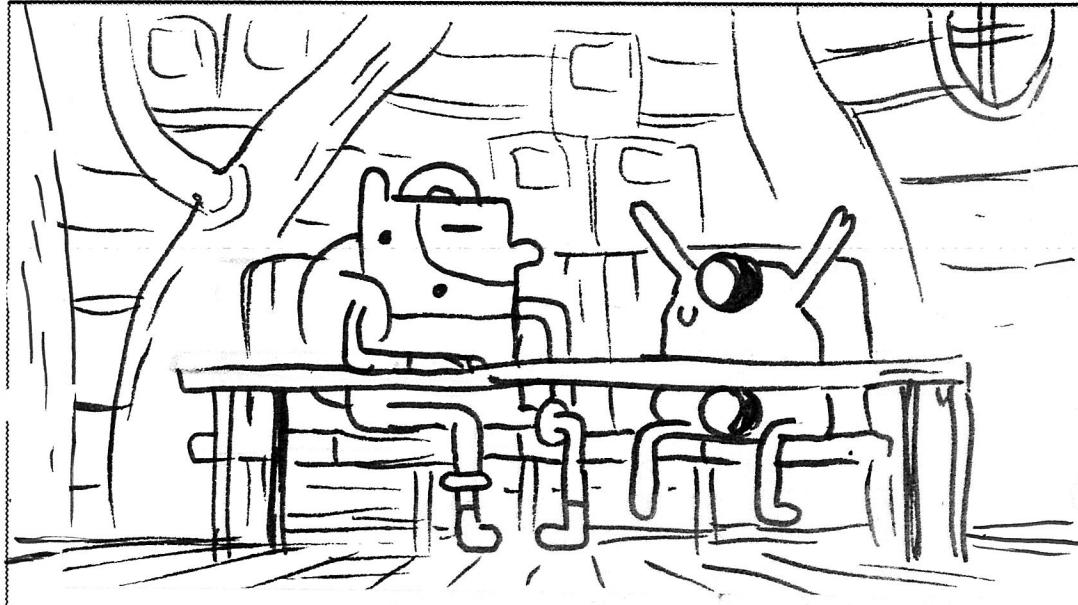
Page \_\_\_\_\_

Sc. 56

Pnl. A

Bg.

day night

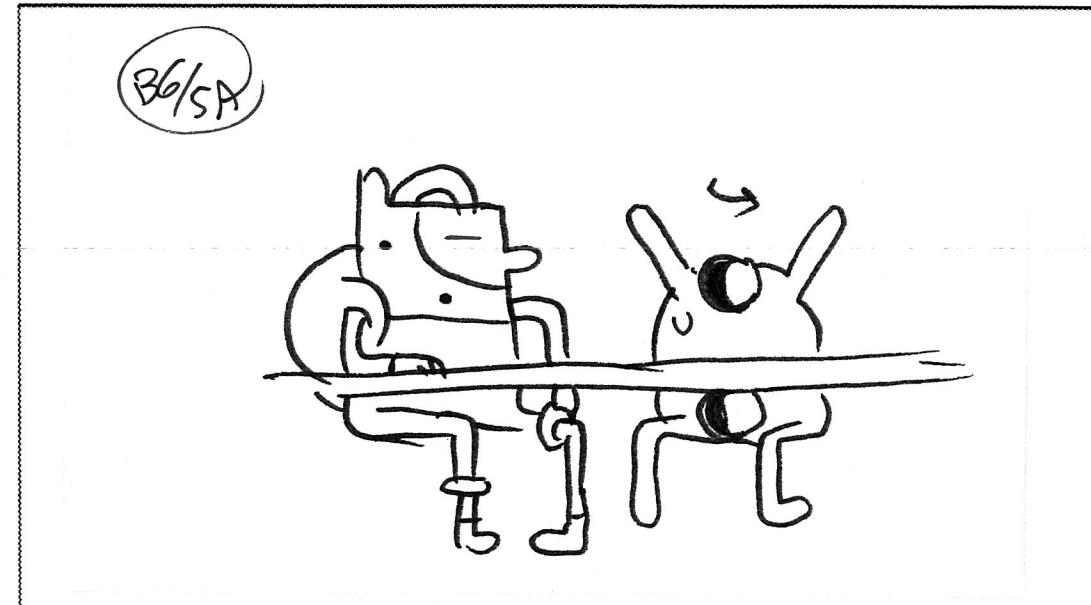


Sc. 56

Pnl. B

Bg.

day night



Dialog:

SFX:

= BAM  
= BAM =

Action:

Timing:

BMO

Will I still  
love them?

- Weird Jake looks toward banging sound.

# ADVENTURE TIME



Page 65

Sc. 57

Pnl.

A

Ba.

day night

Sc.

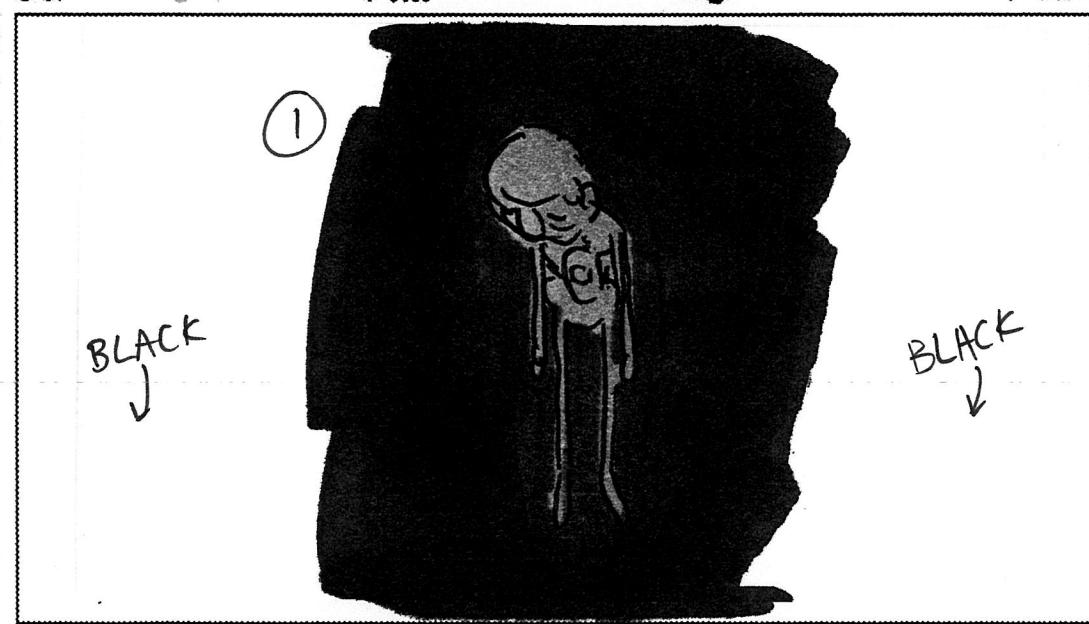
57

Pnl.

B

Bg.

day night



Dialog:

(BMO) Moe changed  
to a new  
body...

Action:

- Moe slumps, dead.
- Moe fades away into black ness.

Timing:



Production :

1034-224

## ADVENTURE TIME



Sc. 58

Pnl.

A

Bg.

day night

Sc.

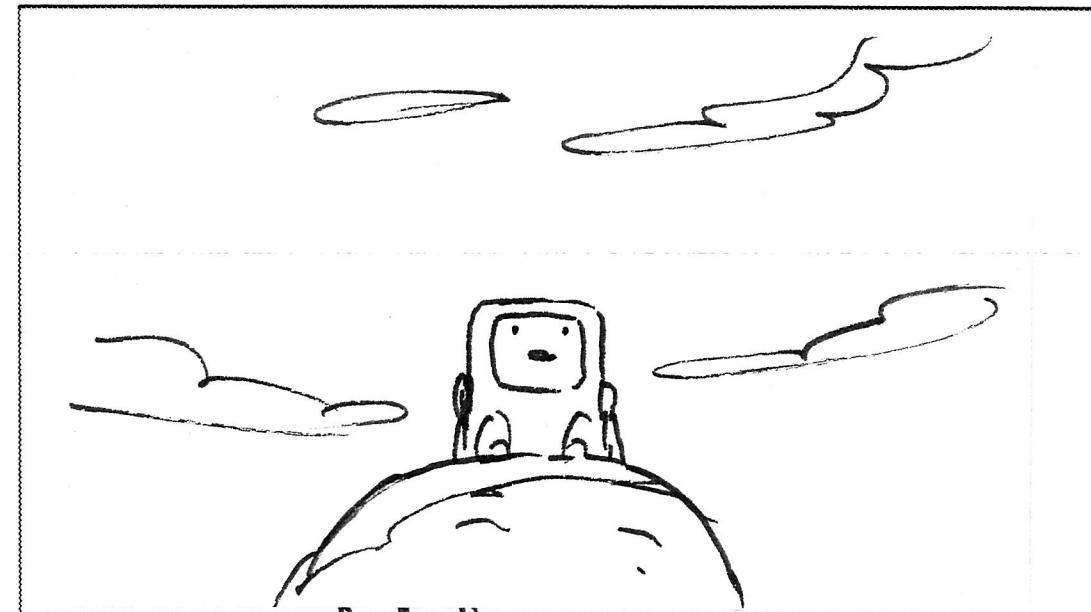
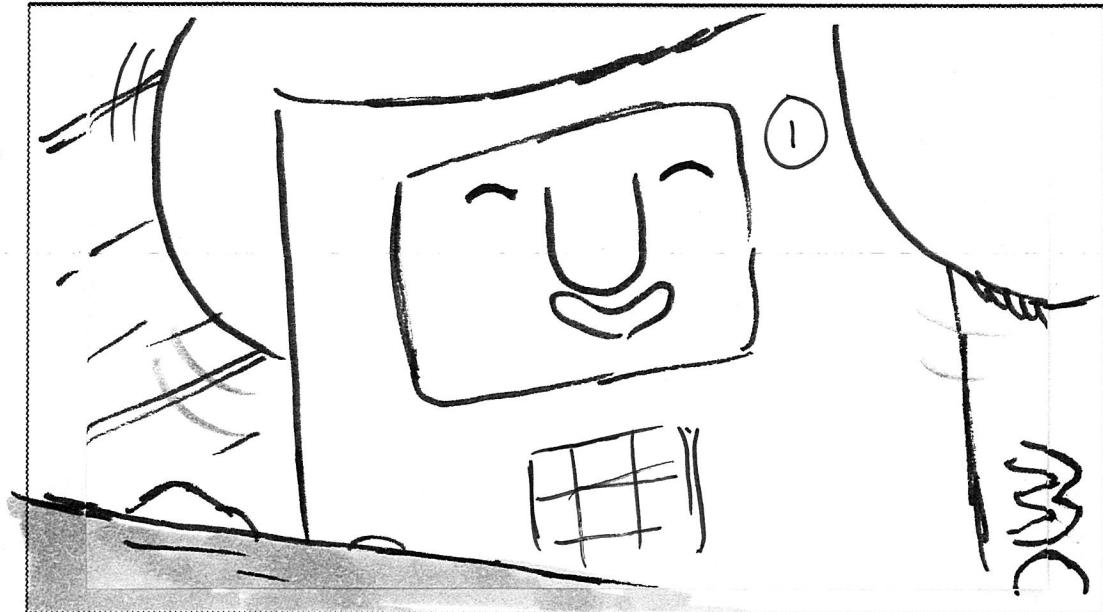
59

Pnl.

A

Bg.

day night

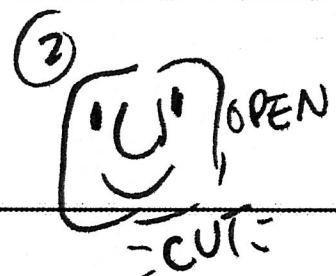


## Dialog:

(BMO) And he's  
still the  
same I guess...  
sorta...  
(moe silently laughing)

## Action:

## Timing:



(BMO) But does growing  
up just change  
your body... or  
also your soul?

(ALT) ...also your noodle.

# ADVENTURE TIME



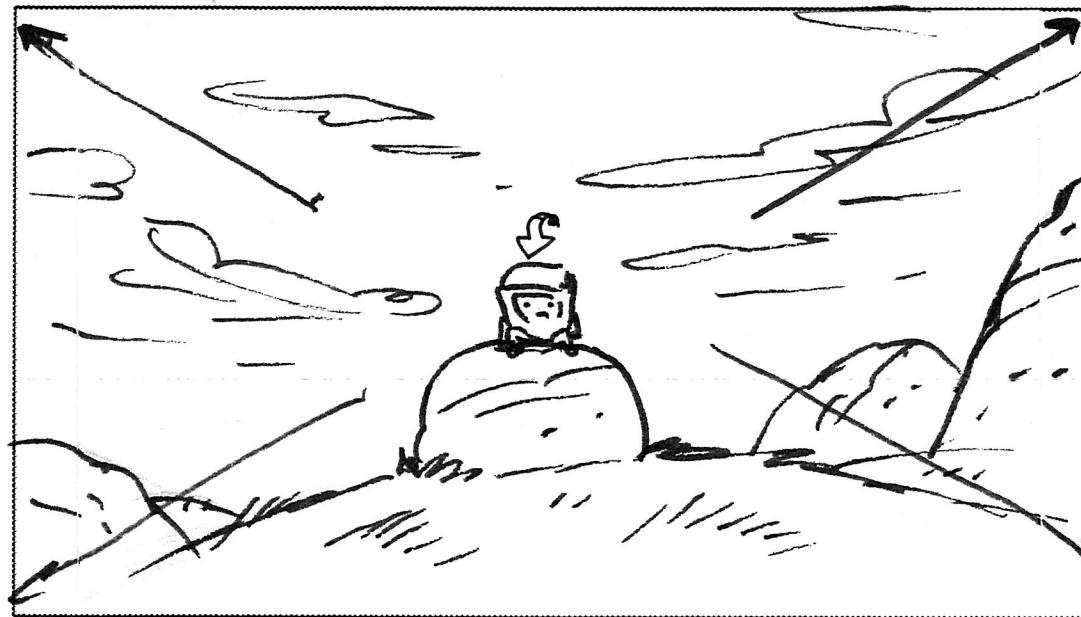
Page 67

Sc. 59

Pnl. B

Bg.

day night

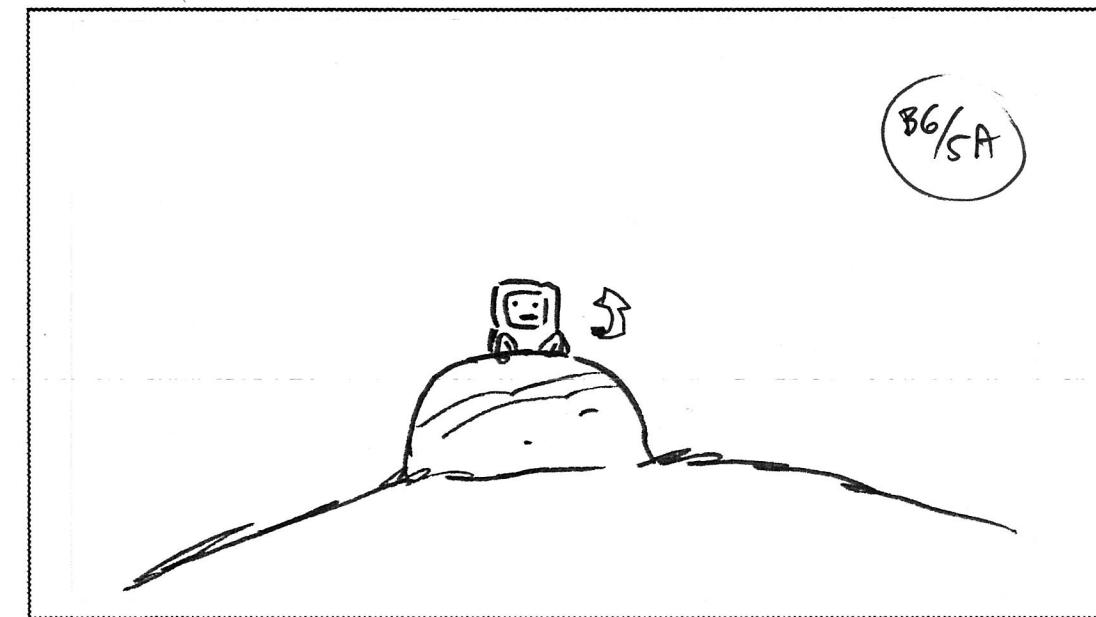


Sc. 59

Pnl. C

Bg.

day night



Dialog:

(BMO) \*in hole\*  
SIGGH... (long sigh)

(BMO) Maybe I could  
just... stay the  
same forever?

Action:

- Truck out matches  
SIGH length -

Timing:

Production :

1034-224

EPISODE #

# ADVENTURE TIME



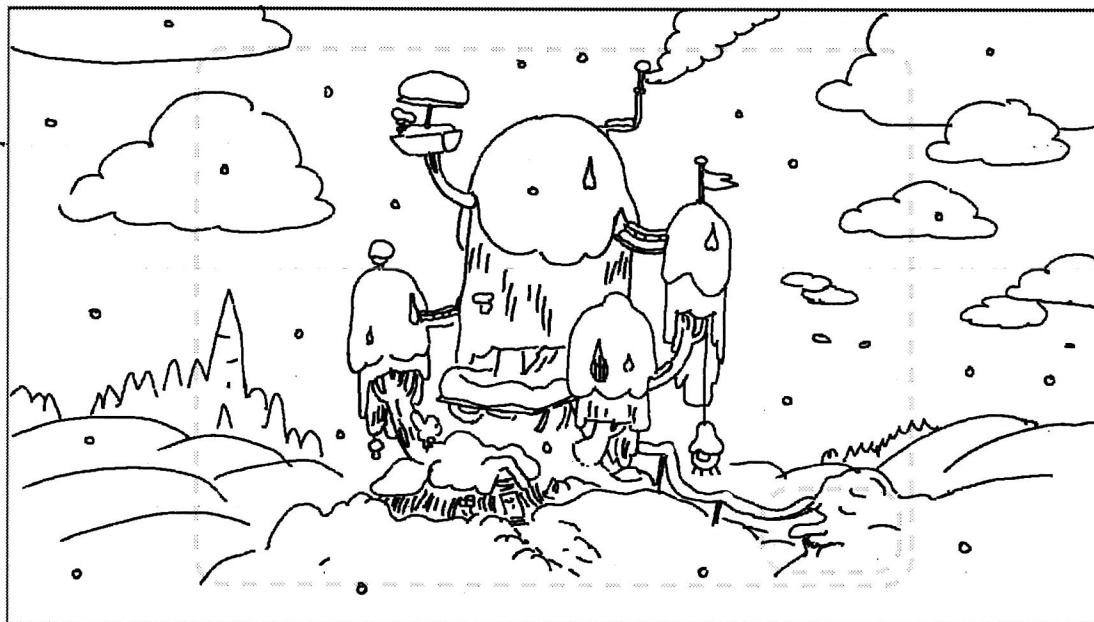
Page 68

Sc. 60

Pnl. A

Bg.

day night

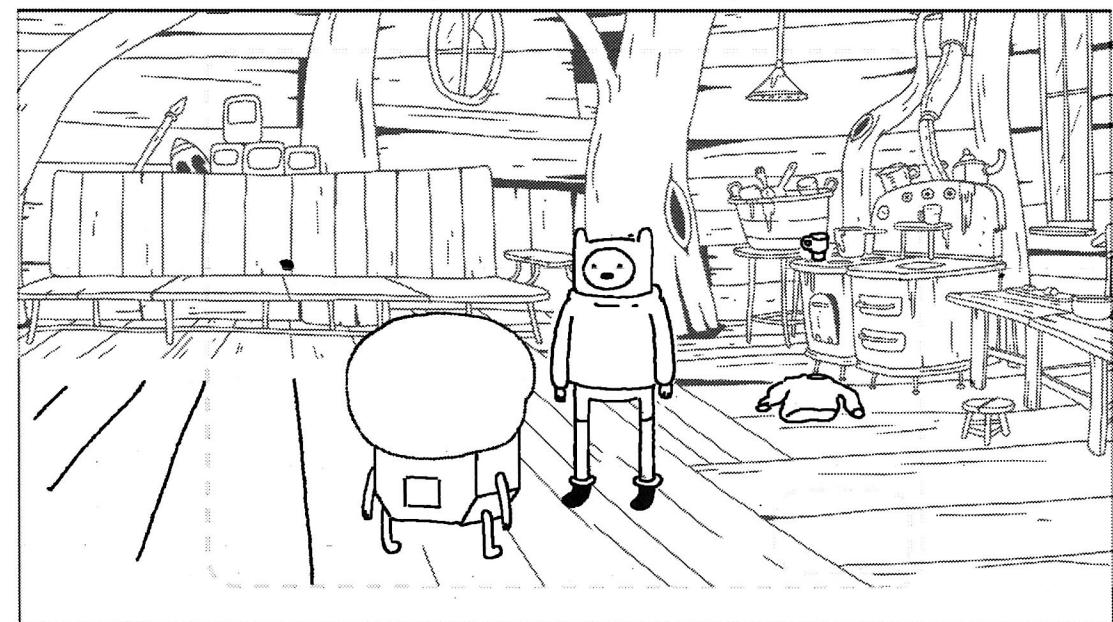


Sc. 61

Pnl. A

Bg.

day night



Dialog:

(F)

S o

Action:

B G

id:

B053s002\_122

  
(JAKE'S SWEATER  
ON THE GROUND)

Timing:

Production :

1034-224

EPISODE #

# ADVENTURE TIME



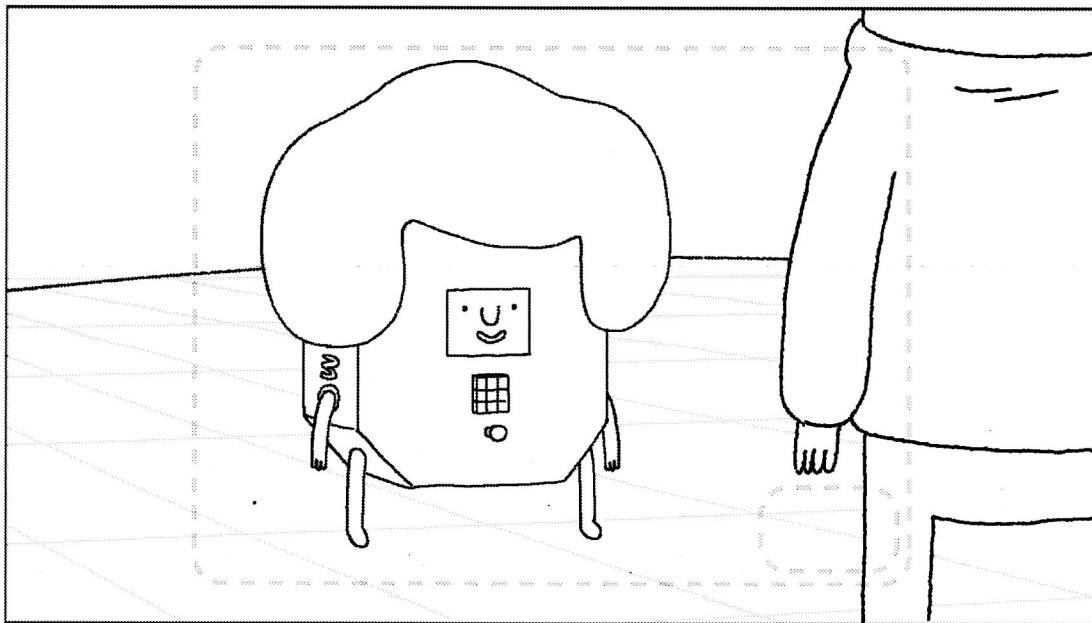
Page 69

Sc. 62

Pnl. A

Bg.

day night

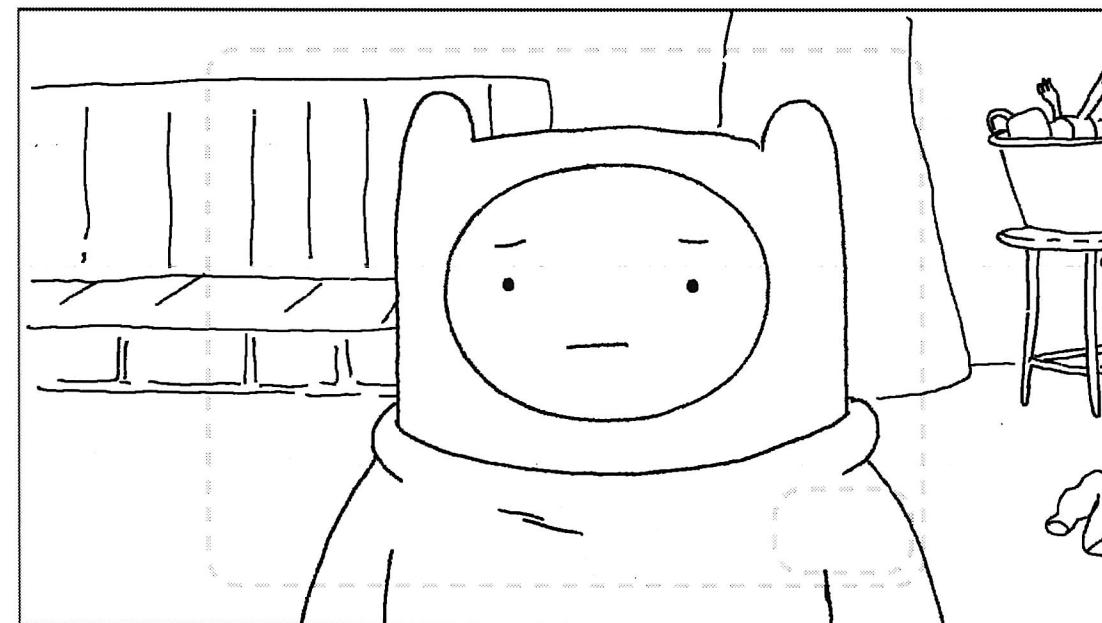


Sc. 63

Pnl. A

Bg.

day night



Dialog:

(M) / SO !

Action:

S.P.

Timing:

Production :

1034-224

EPISODE #

# ADVENTURE TIME



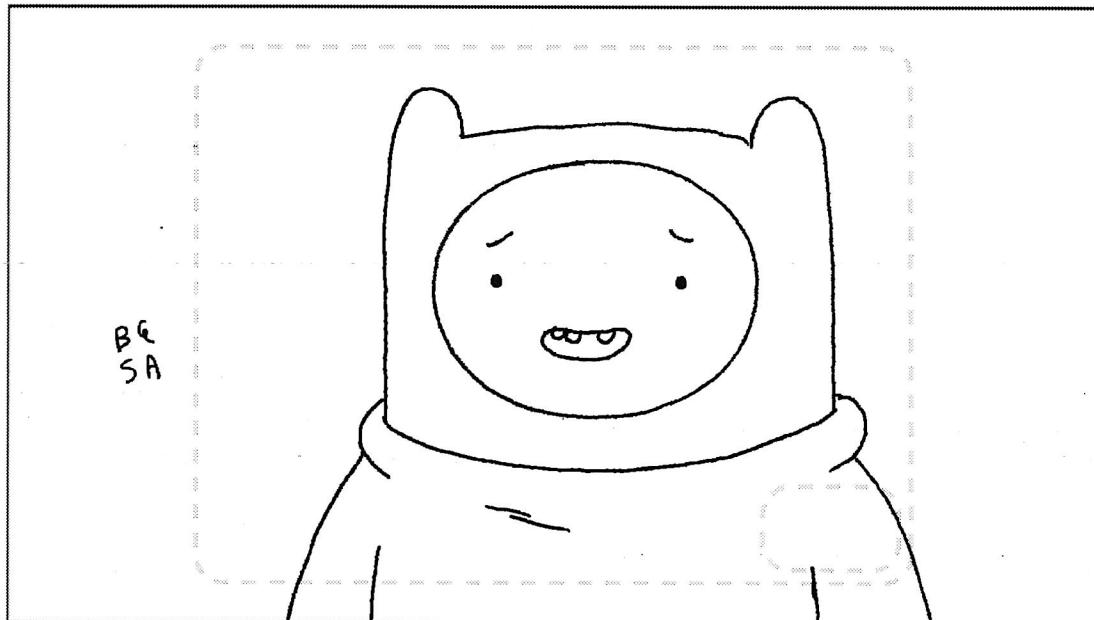
Page 70

Sc. 63

Pnl. B

Bg.

day night

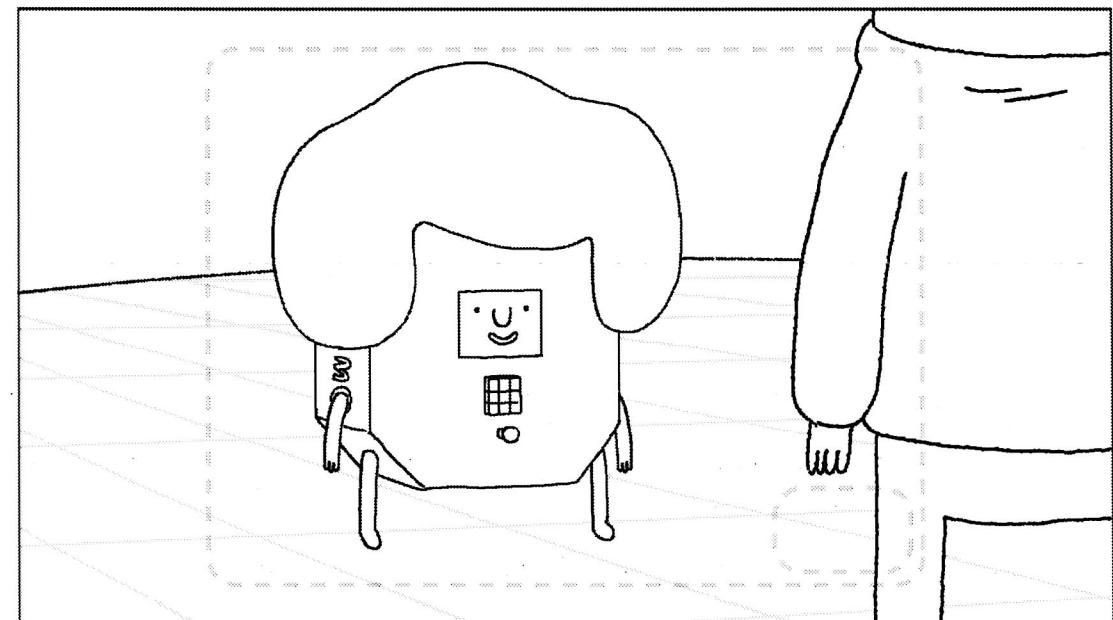


Sc. 64

Pnl. A

Bg.

day night



Dialog:

(F) UM . . . YEAH , IT'S NICE  
TO SEE YOU.

(M) YEAH YOU TOO.

Action:

Timing:

# ADVENTURE TIME



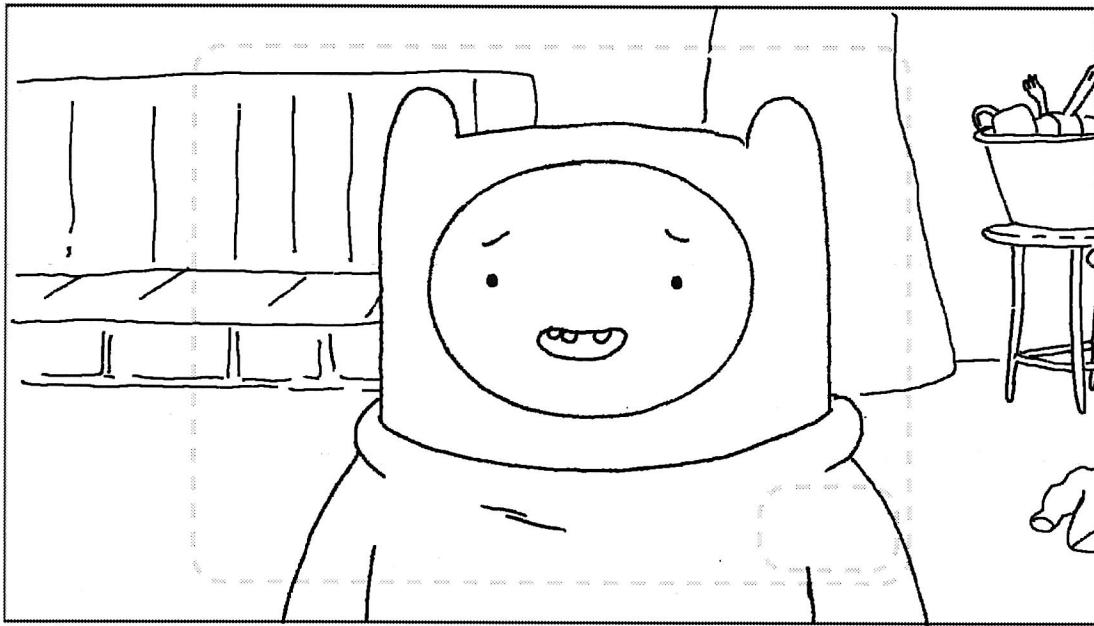
Page 71

Sc. 6S

Pnl. A

Bg.

day night

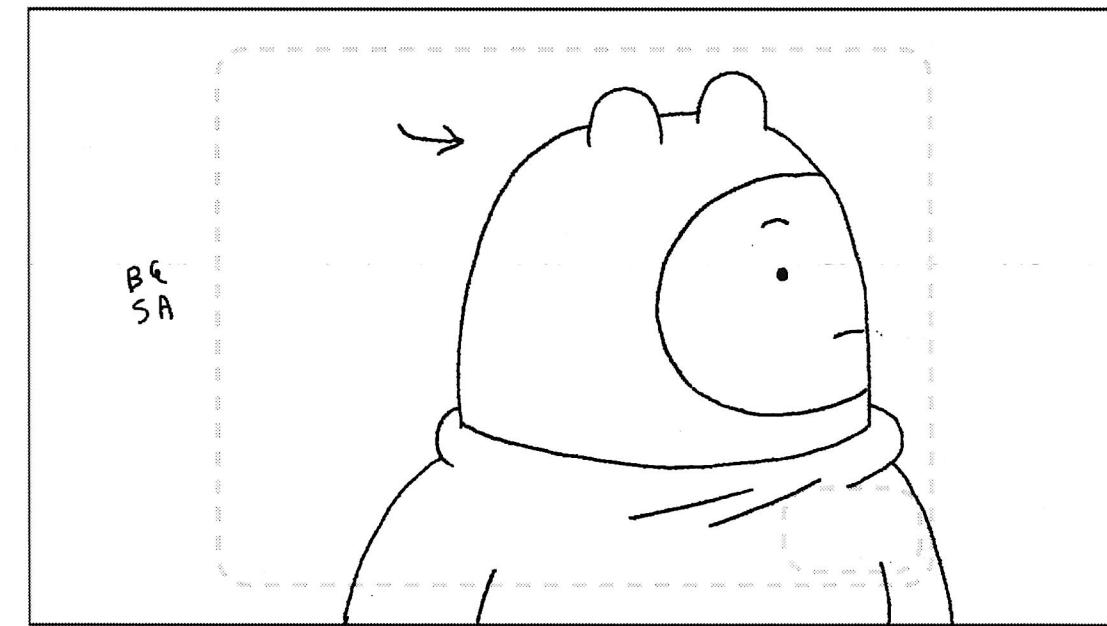


Sc. 6S

Pnl. R

Bg.

day night



Dialog:

F/ UH , SO , MOE ...  
DO YOU WANT TO ...

Action:

Timing:

Production :

1034-224

EPISODE #

# ADVENTURE TIME



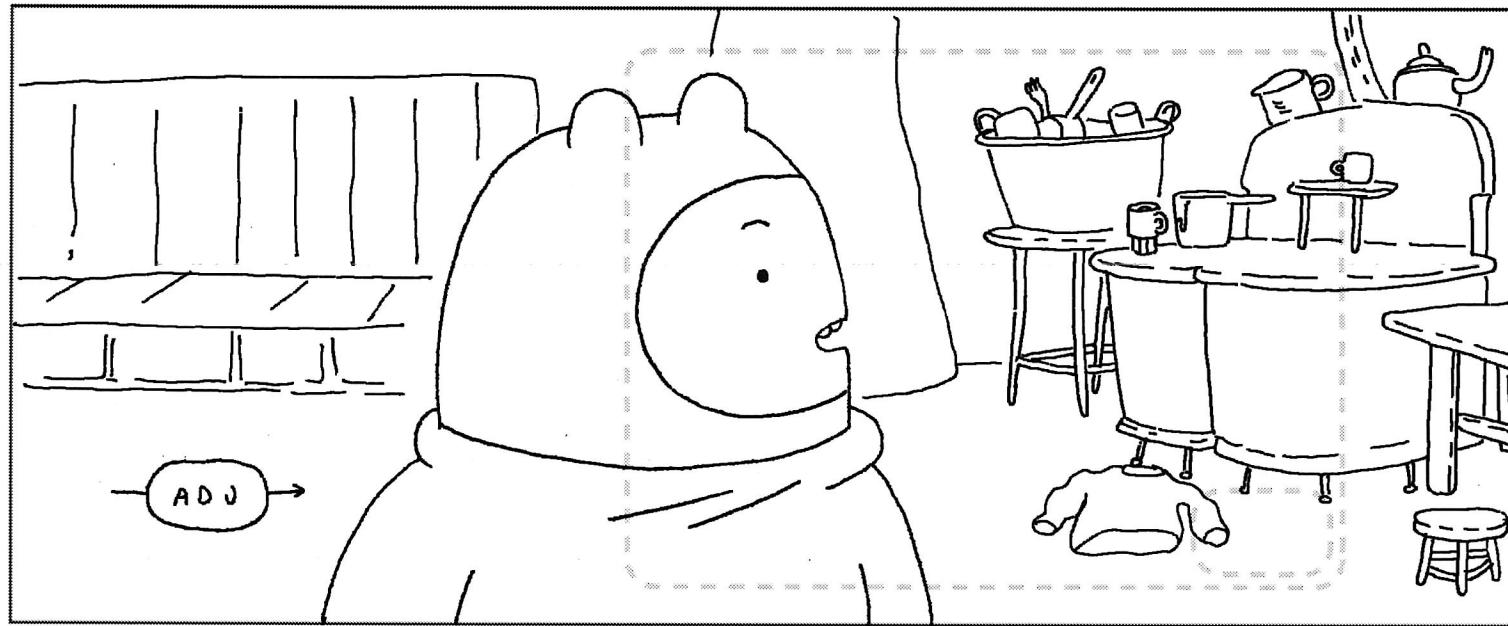
Page 72

Sc. 65

Pnl. c

Bg.

day night



Dialog:

(F) J A K E ?

Action:

Timing:

# ADVENTURE TIME



Page 73

Sc. 66

Pnl.

A

Bg.

day night

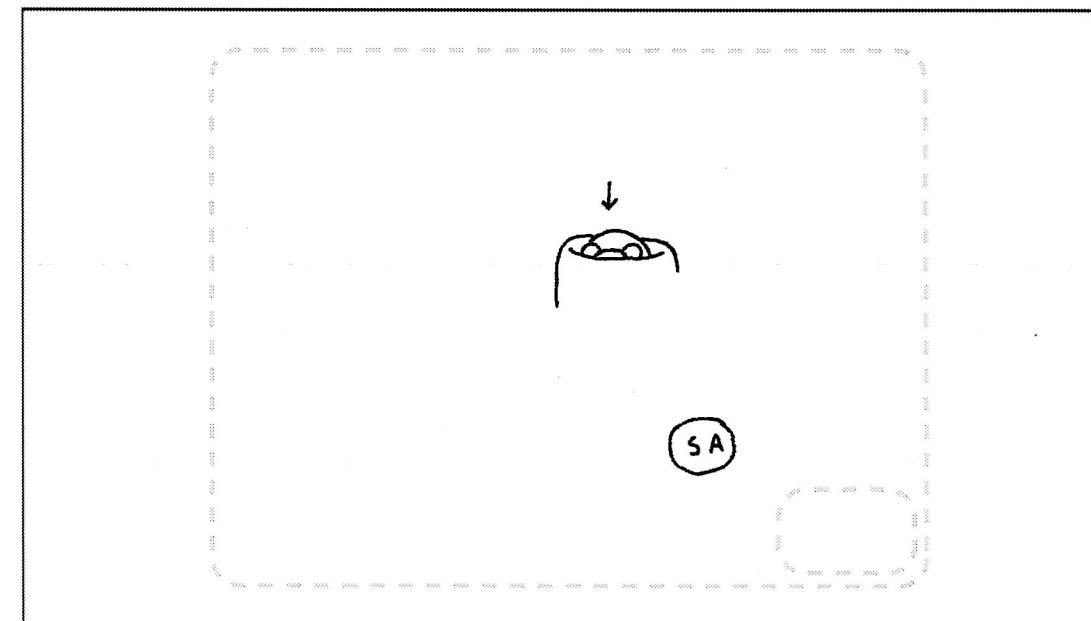
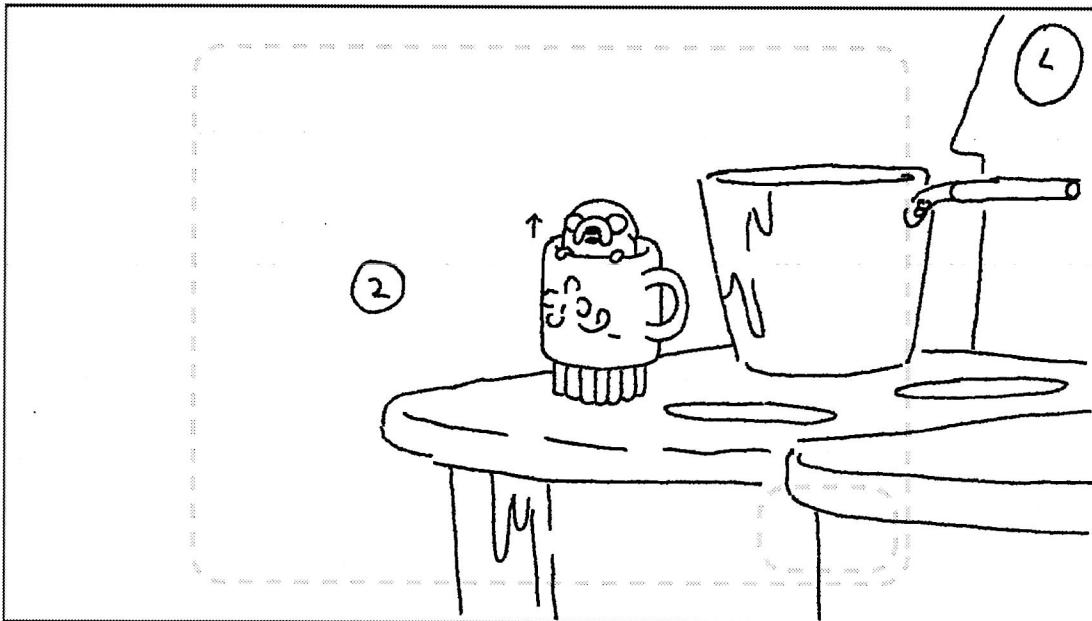
Sc. 66

Pnl.

B

Bg.

day night



Dialog:

J/ OH HEY, I'M ON MY  
WAY, ONE SEC.

Action:



Timing:

1

Production :

EPISODE # 1034-224

# ADVENTURE TIME



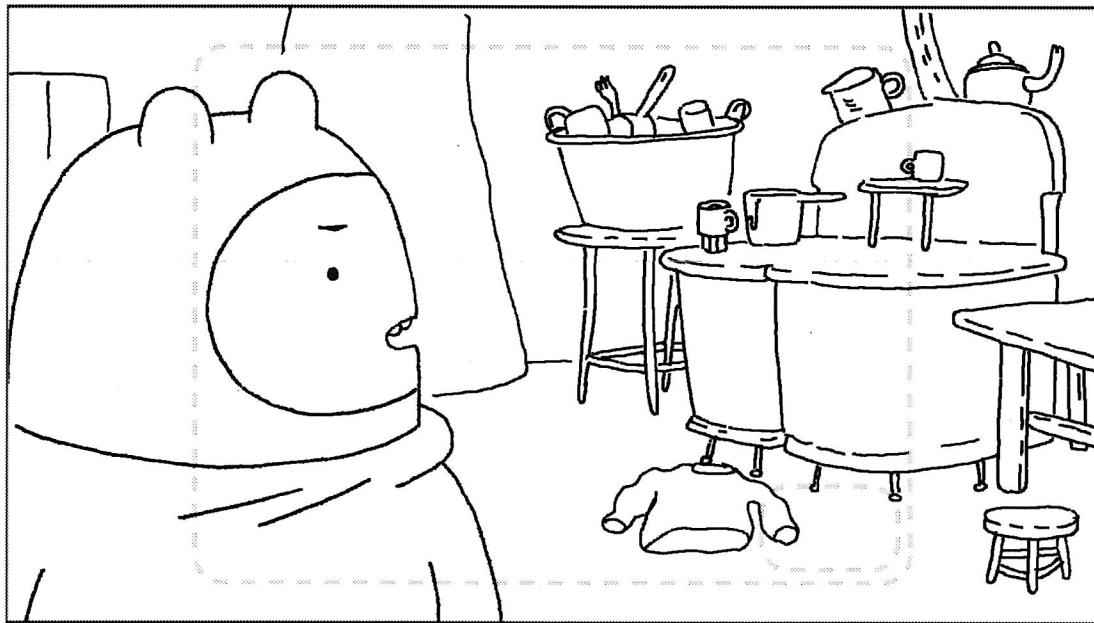
Page 74

Sc. 67

Pnl. A

Bg.

day night

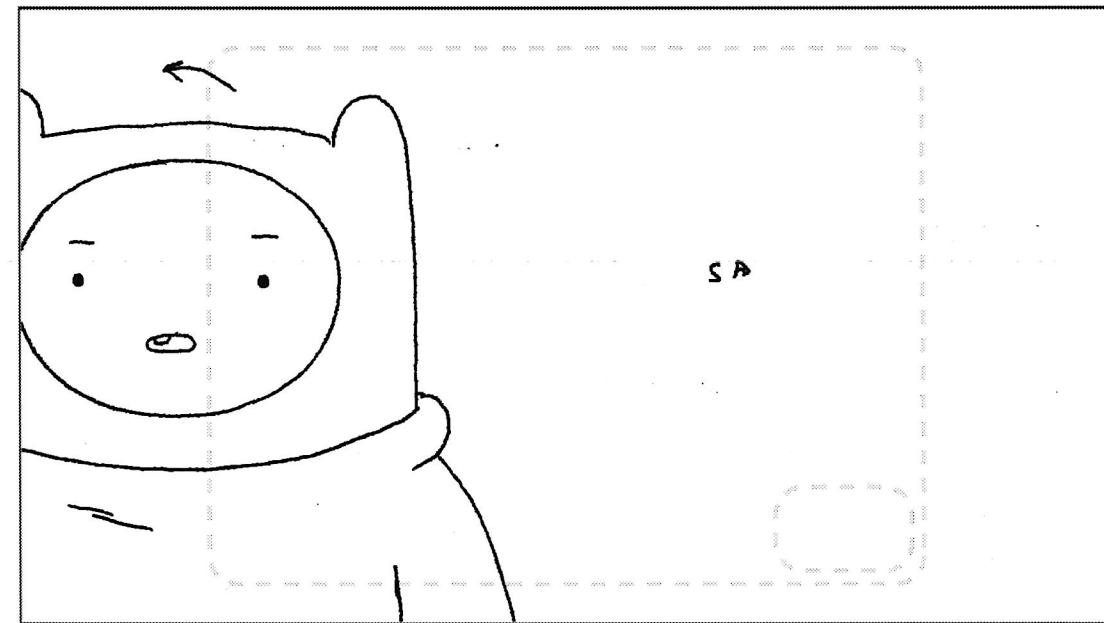


Sc. 67

Pnl. B

Bg.

day night



Dialog:

(F)

U.M.

(F)

HOLD ON, MOE.

Action:

Timing:

Production :

EPISODE # 1034-224

# ADVENTURE TIME



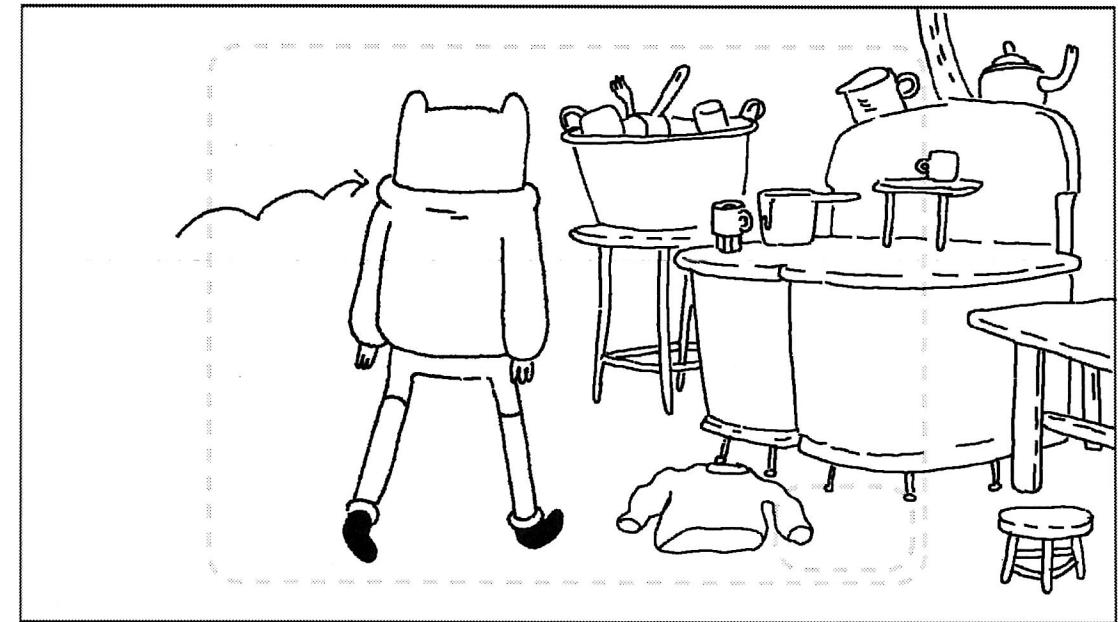
Page 75

Sc. 67

Pnl. C

Bg.

day night

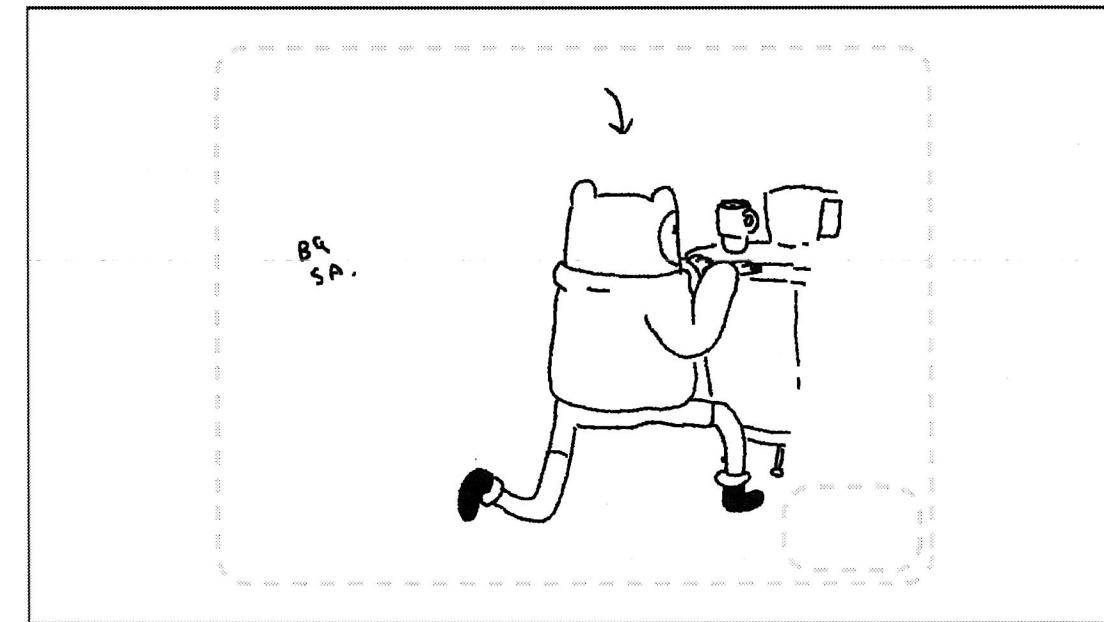


Sc. 67

Pnl. D

Bg.

day night



Dialog:

Action:

Timing:

Production :

1034-224

EPISODE #

# ADVENTURE TIME



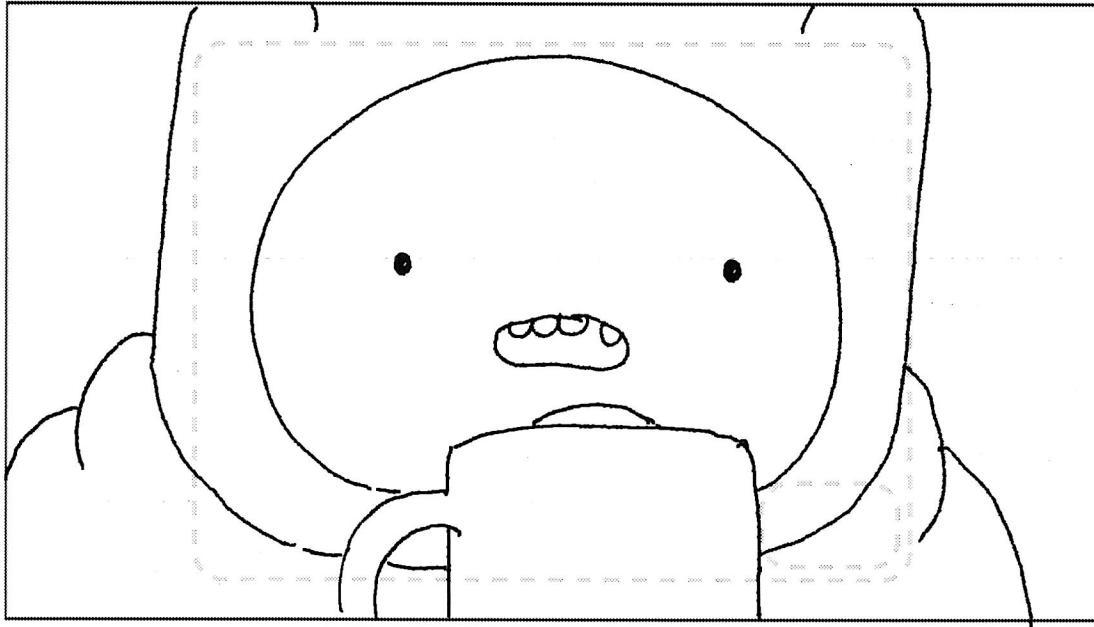
Page 76

Sc. 68

Pnl. A

Bg.

day night

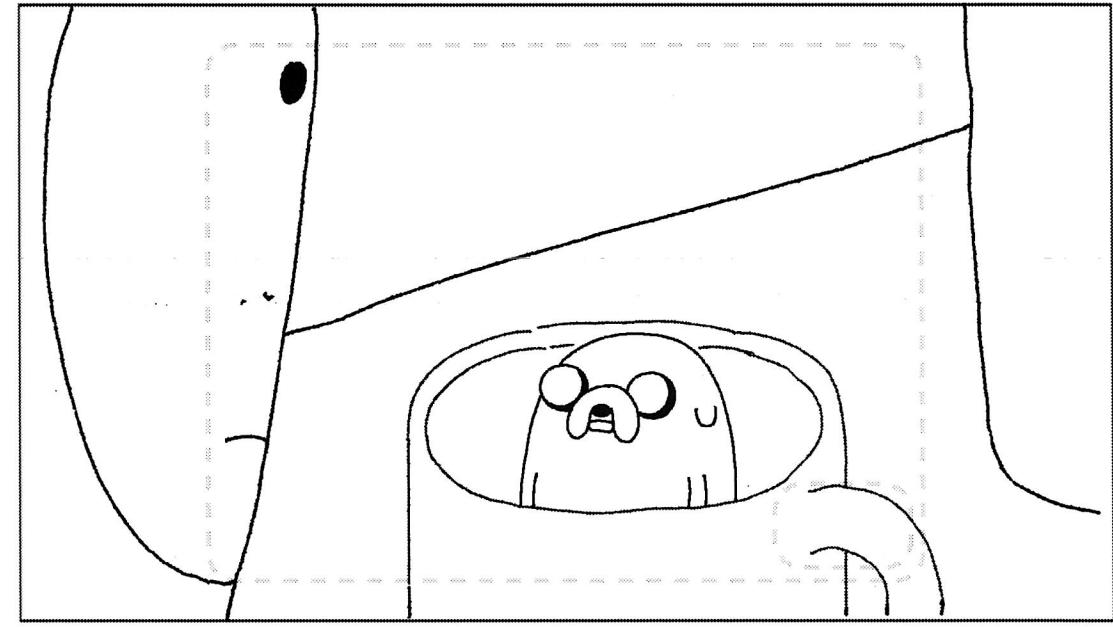


Sc. 69

Pnl. A

Bg.

day night



Dialog:

F JAKE WHAT ARE YOU  
DOING ?

J FINN, ALL THIS IS HECK OF  
AWKWARD WITHOUT BMO

Action:

Timing:

Production :

1034-224

EPISODE #

# ADVENTURE TIME



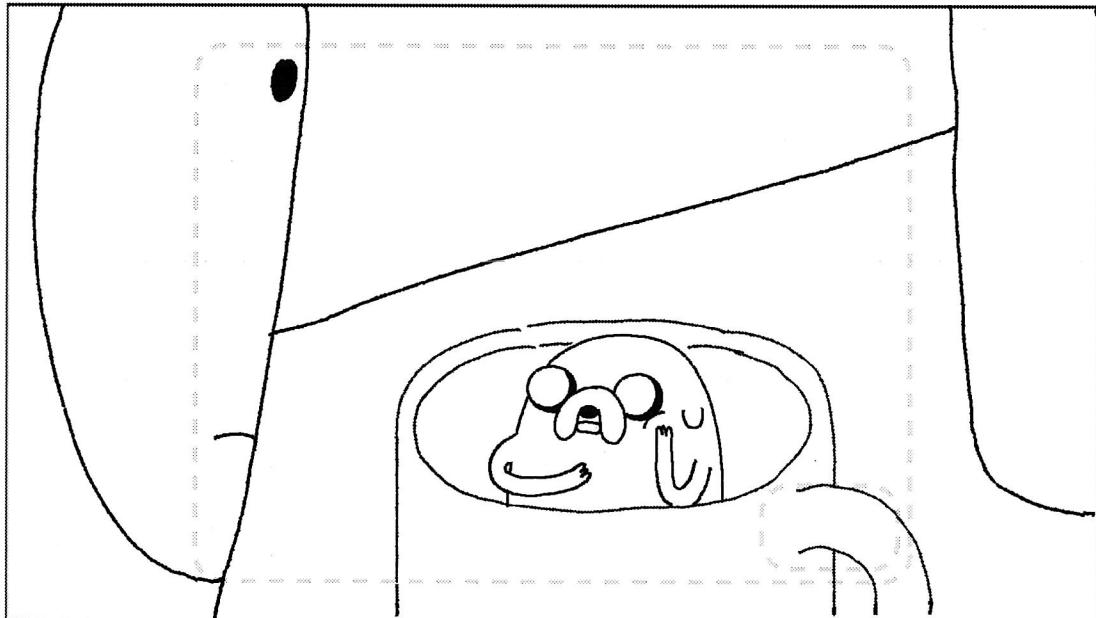
Page 77

Sc. 69

Pnl. B

Bg.

day night

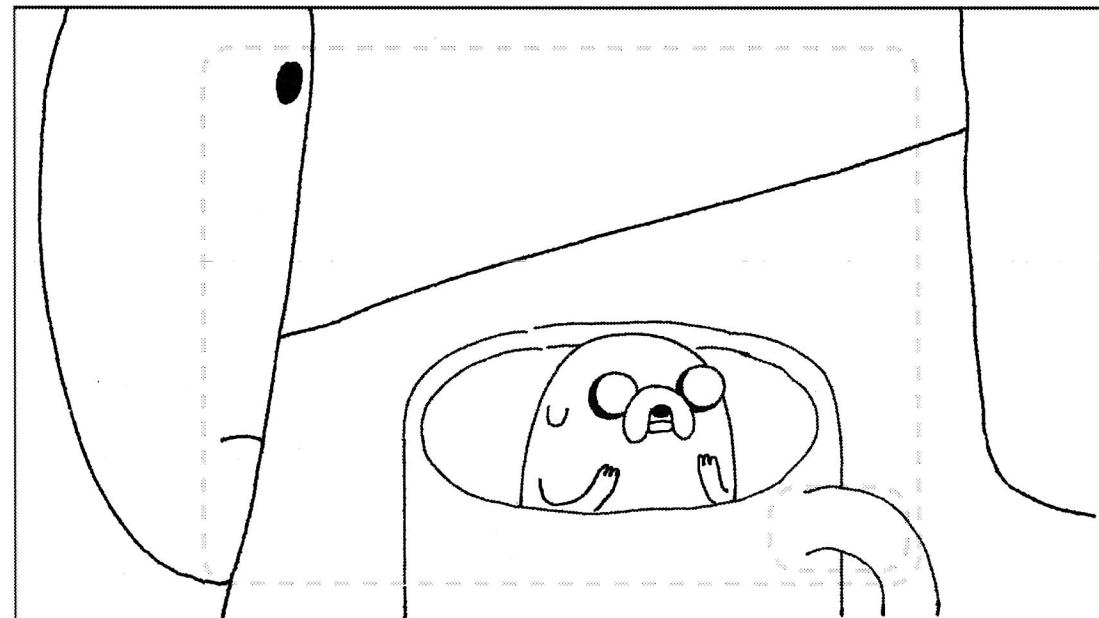


Sc. 69

Pnl. C

Bg.

day night



Dialog:

(J) (cont) WAY MORE AWKWARD  
THAN I THOUGHT IT'D BE.

I THINK ... MAYBE I DON'T  
LIKE OLD PEOPLE.

Action:

Timing:

Production :

1034-224

EPISODE #

# ADVENTURE TIME



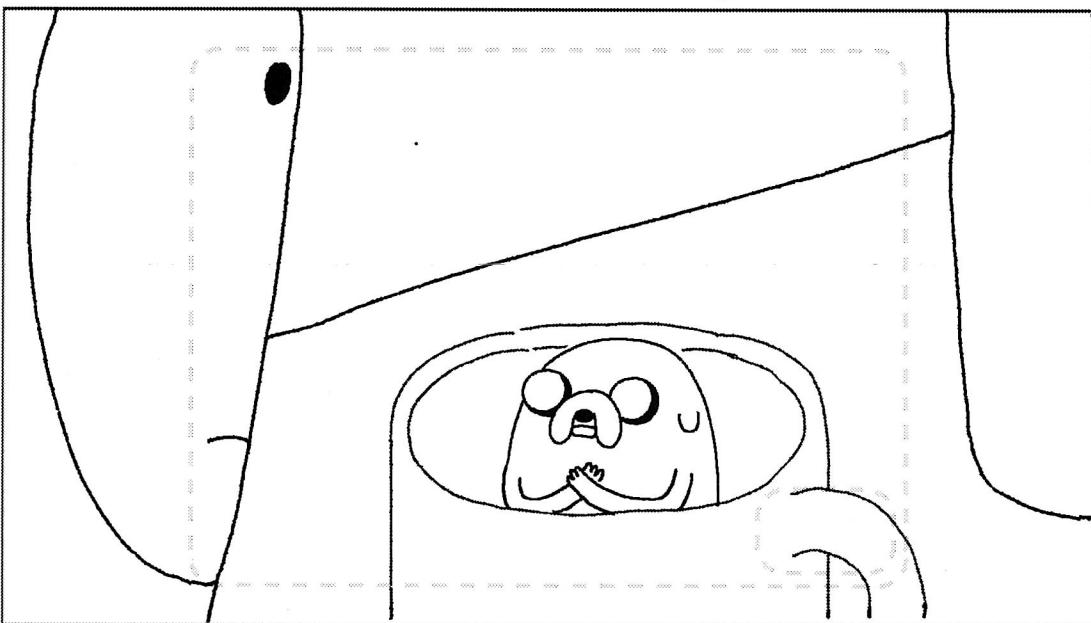
Page 78

Sc. 69

Pnl. D

Bg.

day night

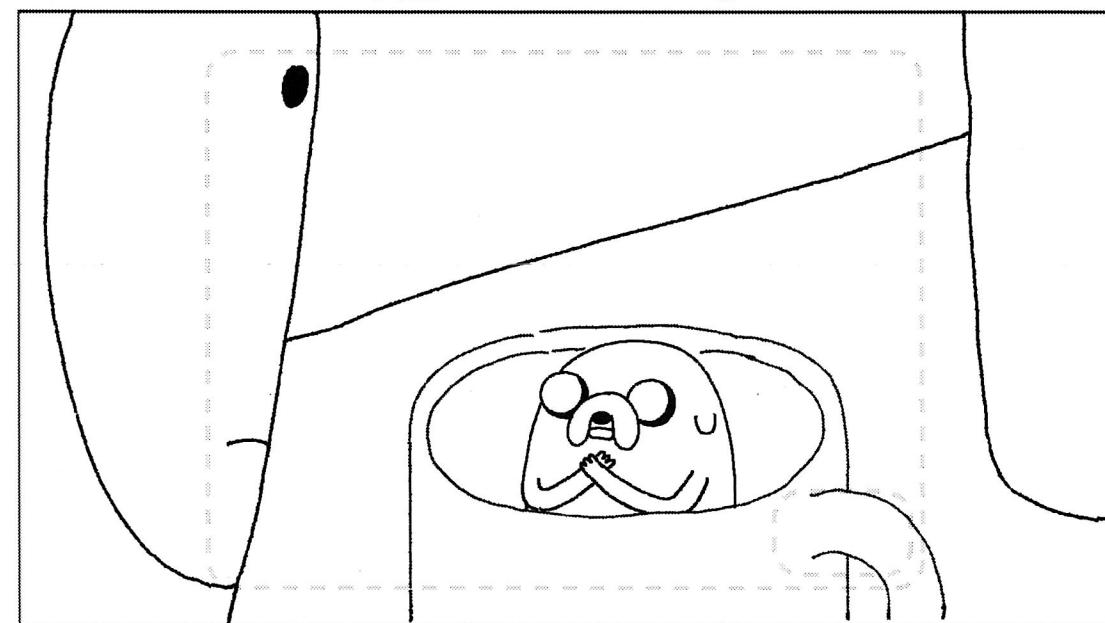


Sc. 69

Pnl. E

Bg.

day night



Dialog:

QY<sup>(CONT)</sup> THEY MAKE ME FEEL LIKE  
I'M GOING TO GET OLD ONE  
DAY TOO.

QY<sup>(CONT)</sup> I'M JUST GOING TO STAY  
IN THIS CUP FOR A BIT.  
I'LL BE OUT LATER.

Action:

Timing:

# ADVENTURE TIME



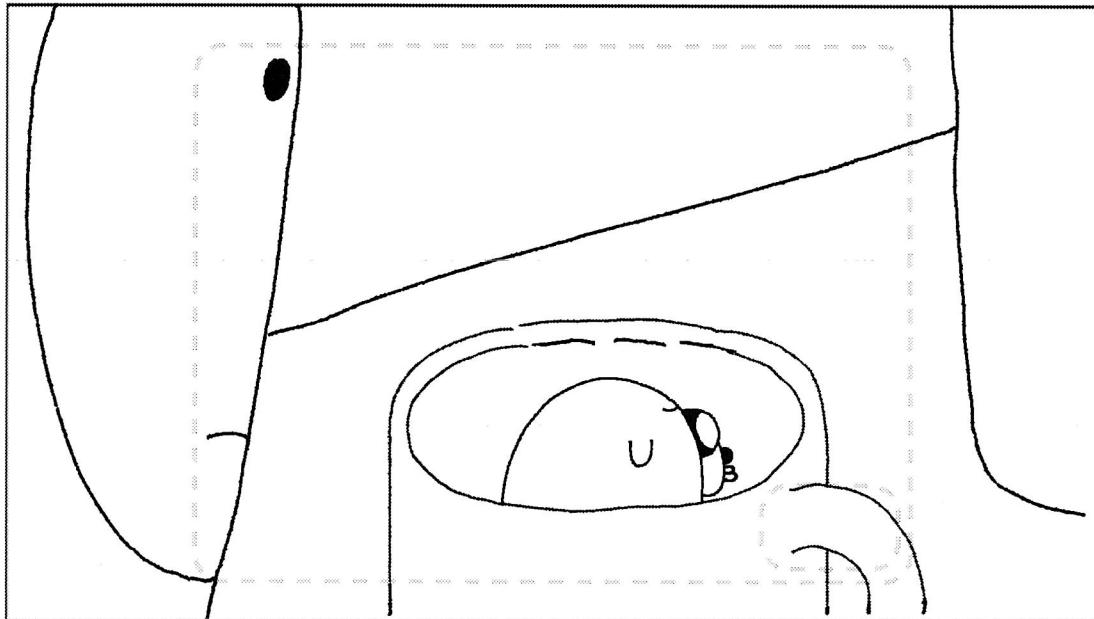
Page 79

Sc. 69

Pnl. F

Bg.

day night

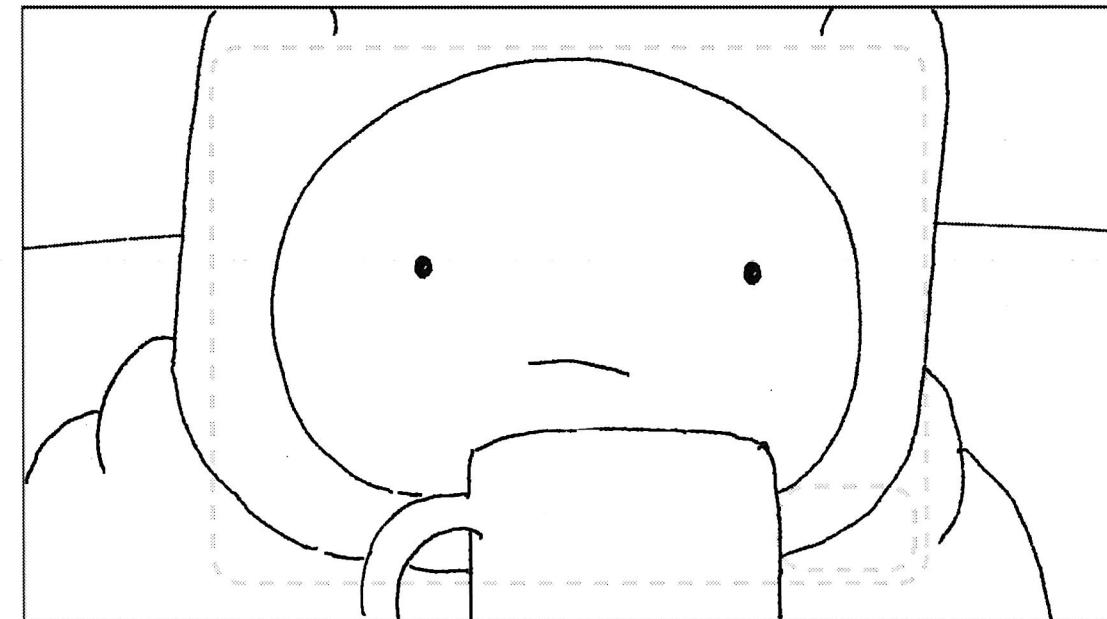


Sc. 70

Pnl. A

Bg.

day night



Dialog:

Action:

Timing:

Production :

EPISODE #

1034-224

# ADVENTURE TIME



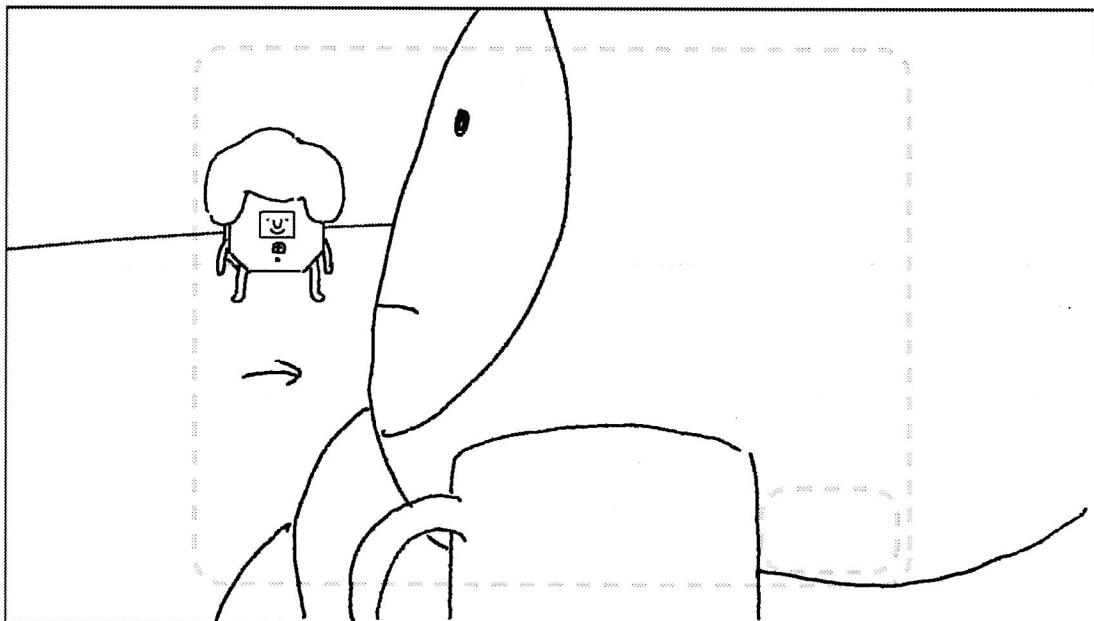
Page 80

Sc. 70

Pnl. B

Bg.

day night

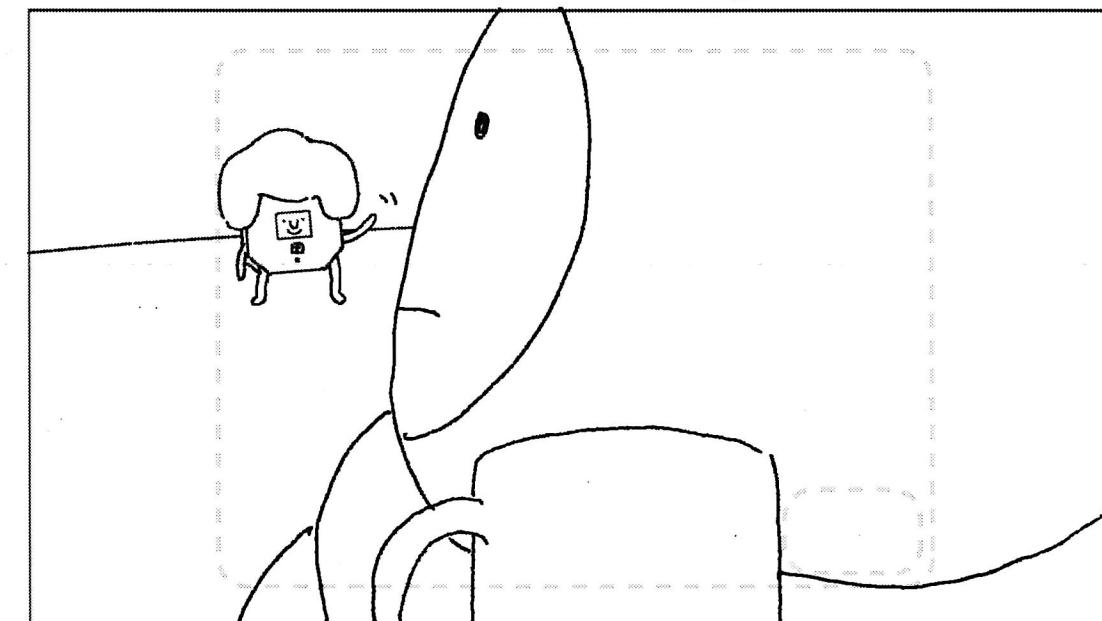


Sc. 70

Pnl. C

Bg.

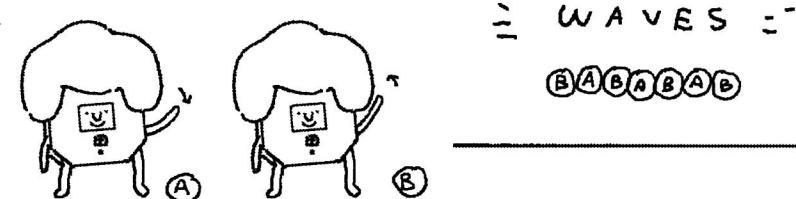
day night



Dialog:

Action:

Timing:



Production :

1034-224

EPISODE #

# ADVENTURE TIME



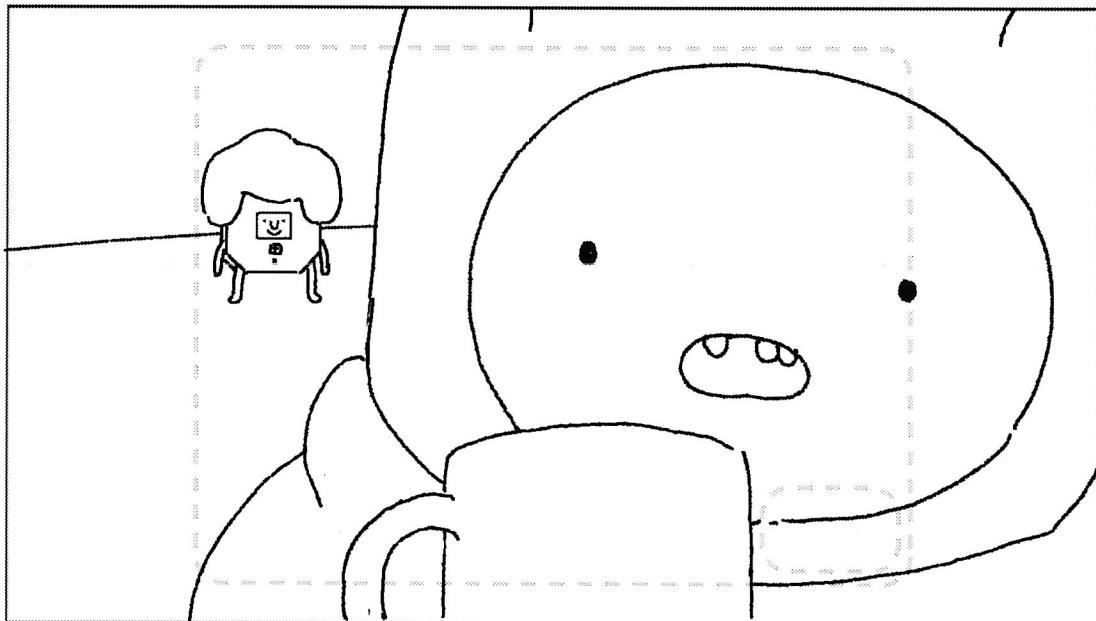
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Sc. 70

Pnl. A

Bg.

day night

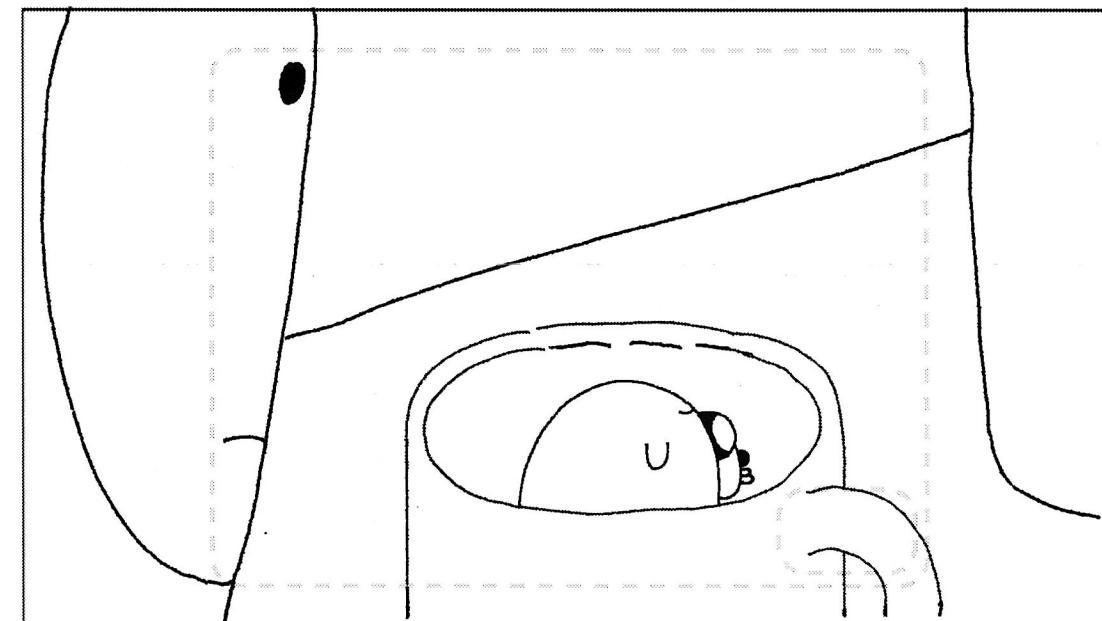


Sc. 71

Pnl.

Bg.

day night



Dialog:

YOU CAN'T DO THAT, IT'S  
RUDE. AND WHAT ABOUT

(J)

YEAH BUT SHE LISTENS TO  
MUSIC. MOE PROBABLY ONLY, LIKE,  
LISTENS TO THE SOUND OF THE

Action:

PRINCESS BUBBLEGUM? SHE'S  
WAY OLD AND YOU LIKE

EARTH DECAYING.

Timing:

HER.

Production :

1034-224

EPISODE #

# ADVENTURE TIME



Page 82

Sc. 72

Pnl. A

Bg.

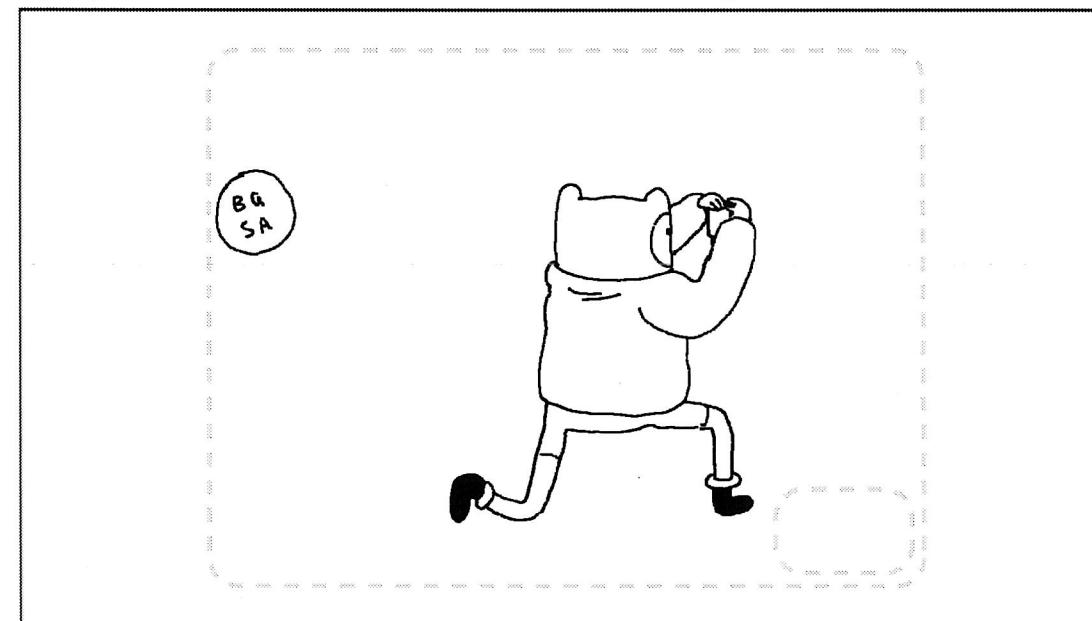
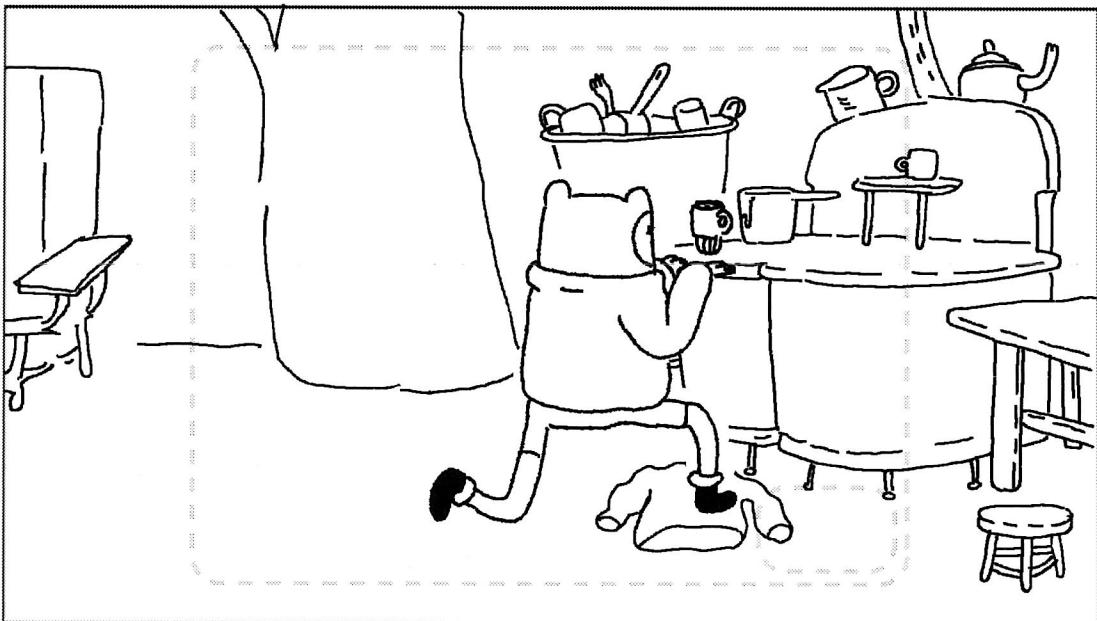
day night

Sc. 72

Pnl. B

Bg.

day night



Dialog:

(F) COME ON, YOU'RE  
BEING WEIRD.

Action:

Timing:

Production :

EPISODE #

1034-224

# ADVENTURE TIME



Page 83

Sc. #2

Pnl. c

Bg.

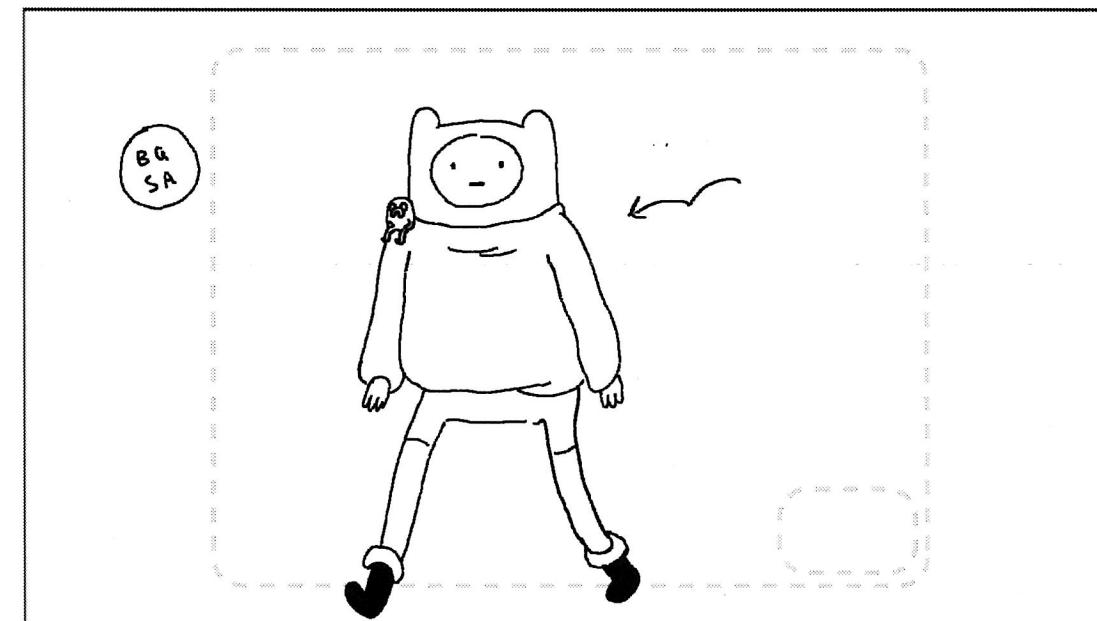
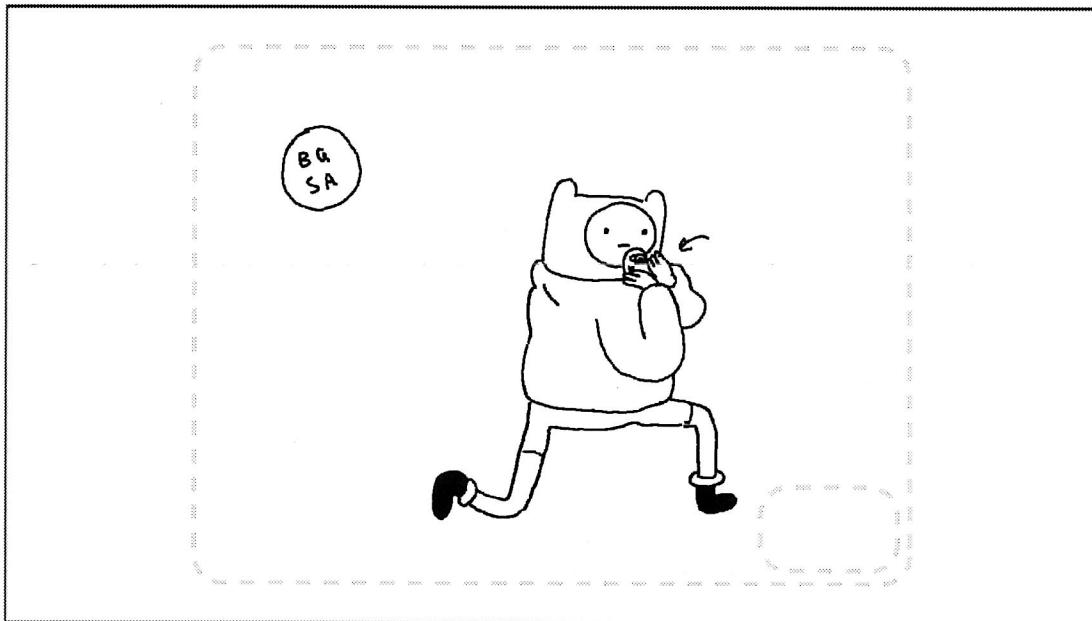
day night

Sc. #2

Pnl. D

Bg.

day night



Dialog:

Action:

Timing:

Production :

1034-224

EPISODE #

# ADVENTURE TIME



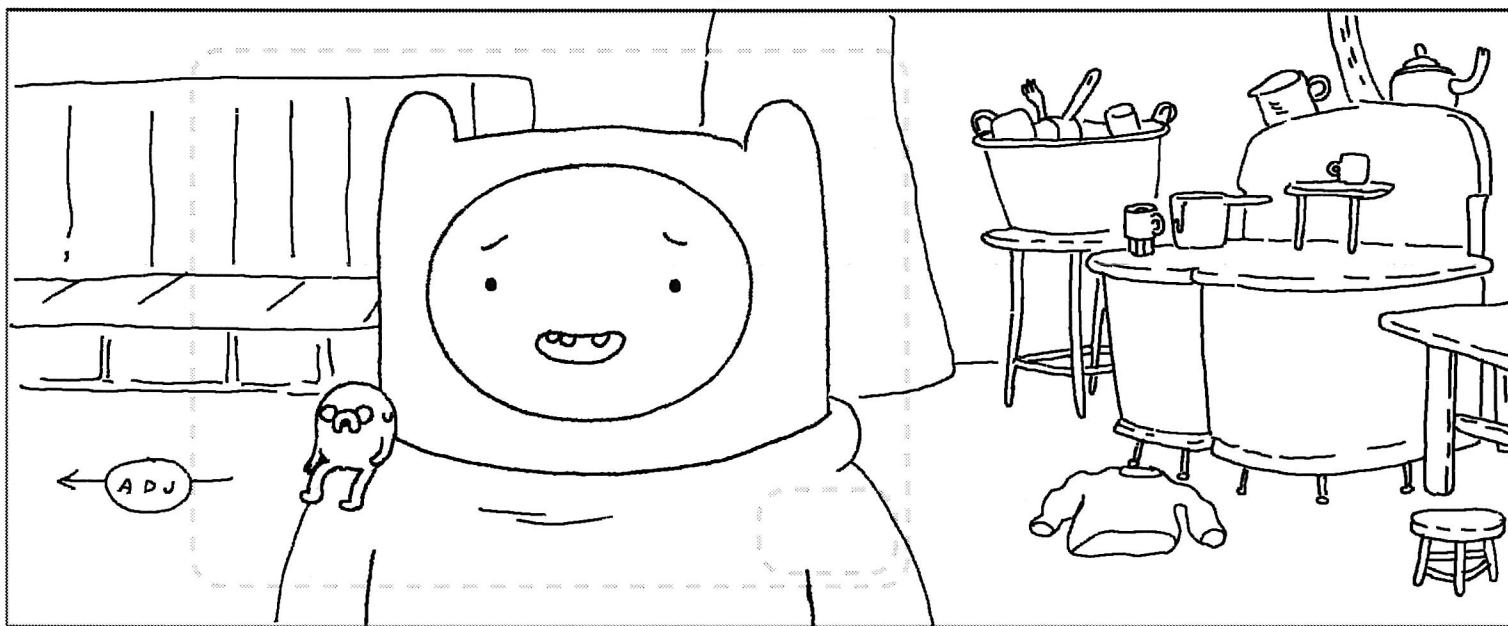
Page 84

Sc. 22

Pnl. E

Bg.

day night



Dialog:

(F) HEY,  
SORRY ABOUT THAT, MOE.

Action:

Timing:

Production :

EPISODE #

1034-224

# ADVENTURE TIME



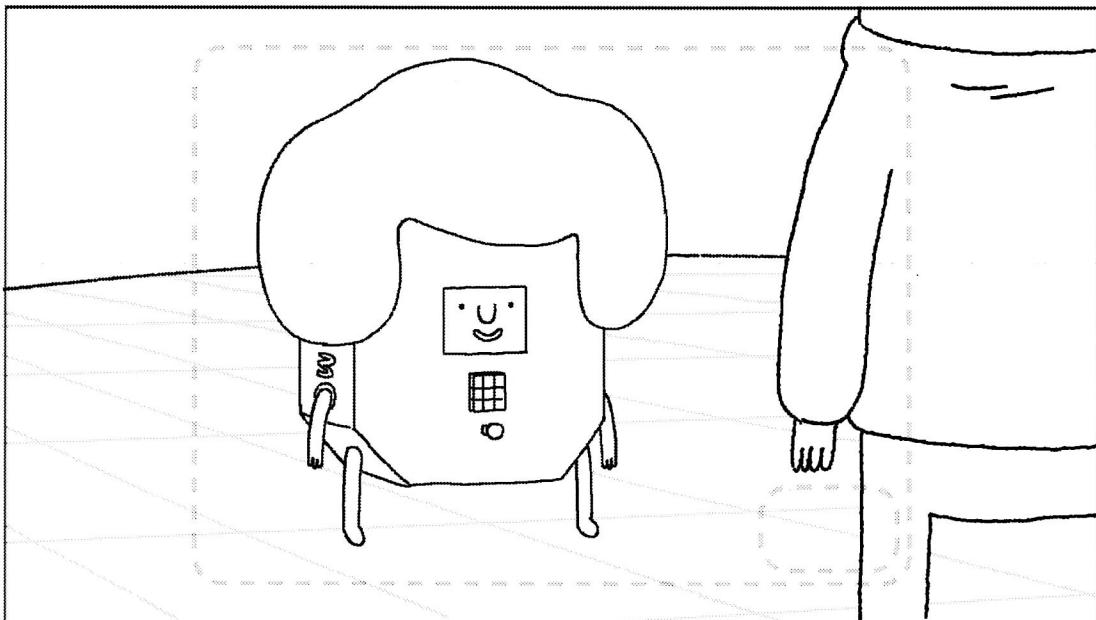
Page 85

Sc. #3

Pnl. A

Bg.

day night

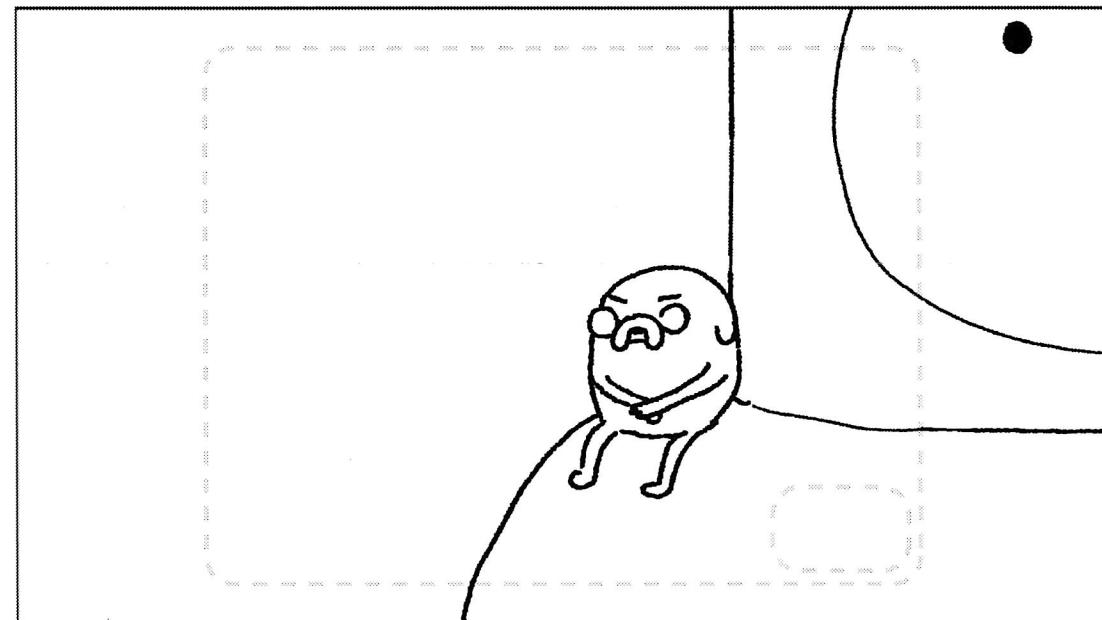


Sc. #4

Pnl. A

Bg.

day night



Dialog:

(M) BOYS , I KNOW THIS NEW AND  
DIFFERENT. I AM NOT BMO , BUT  
I WILL DO MY BEST TO BE YOUR  
FRIEND .

THIS IS THE DAYBREAK  
OF OUR LIVES -

Action:

Timing:

# ADVENTURE TIME



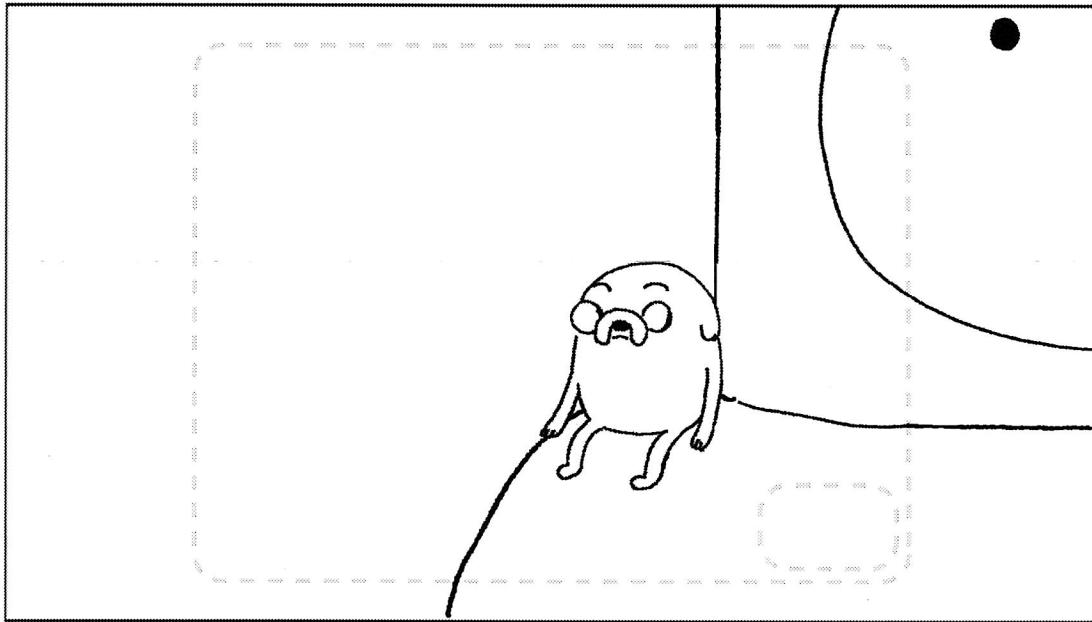
Page 86

Sc. 74

Pnl. B

Bg.

day night

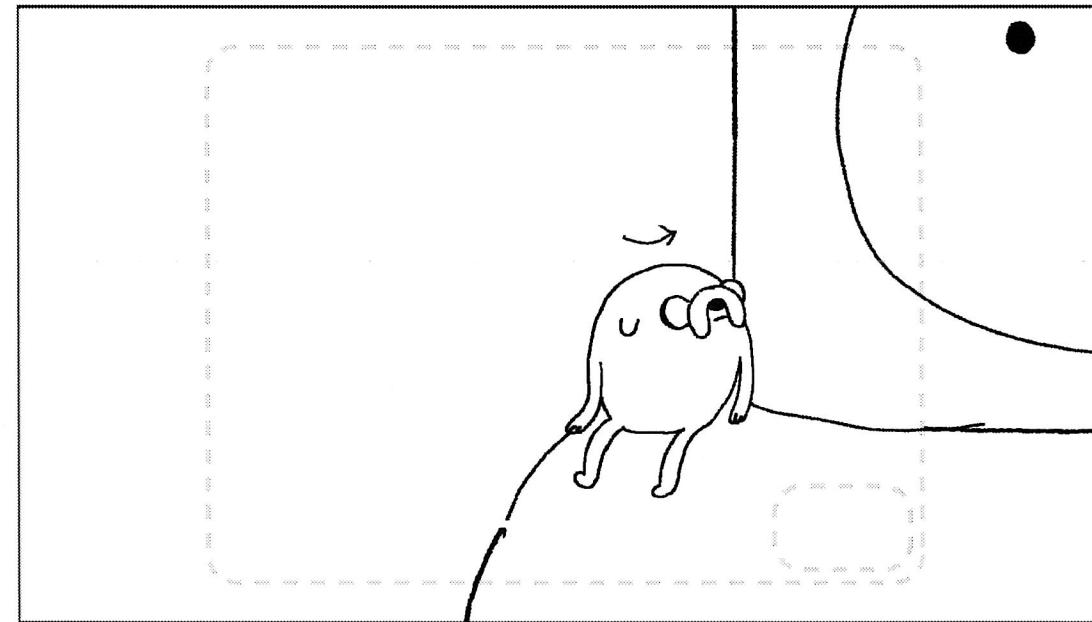


Sc. 74

Pnl. C

Bg.

day night



Dialog:

(M) / (CONT) AND WE HAVE ALL THE TIME IN THE WORLD TO LEARN

Action:

Timing:

Production :

EPISODE #

1034-224

# ADVENTURE TIME



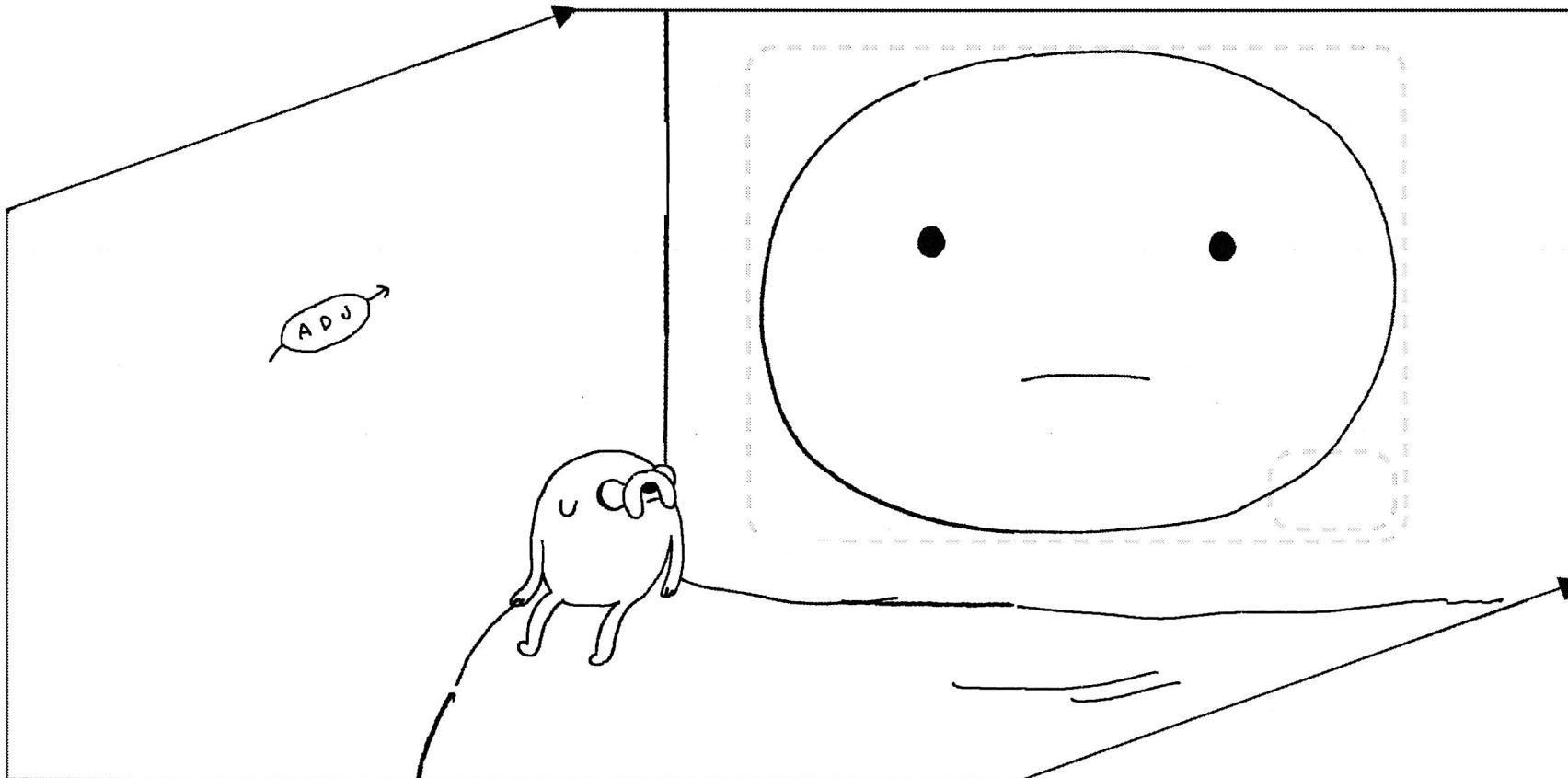
Page 87

Sc. 74

Pnl. D

Bg.

day night



Dialog:  
M  
(CONT) ABOUT EACH  
OTHER.

Action:

Timing:

Production :

EPISODE #

1034-224

# ADVENTURE TIME



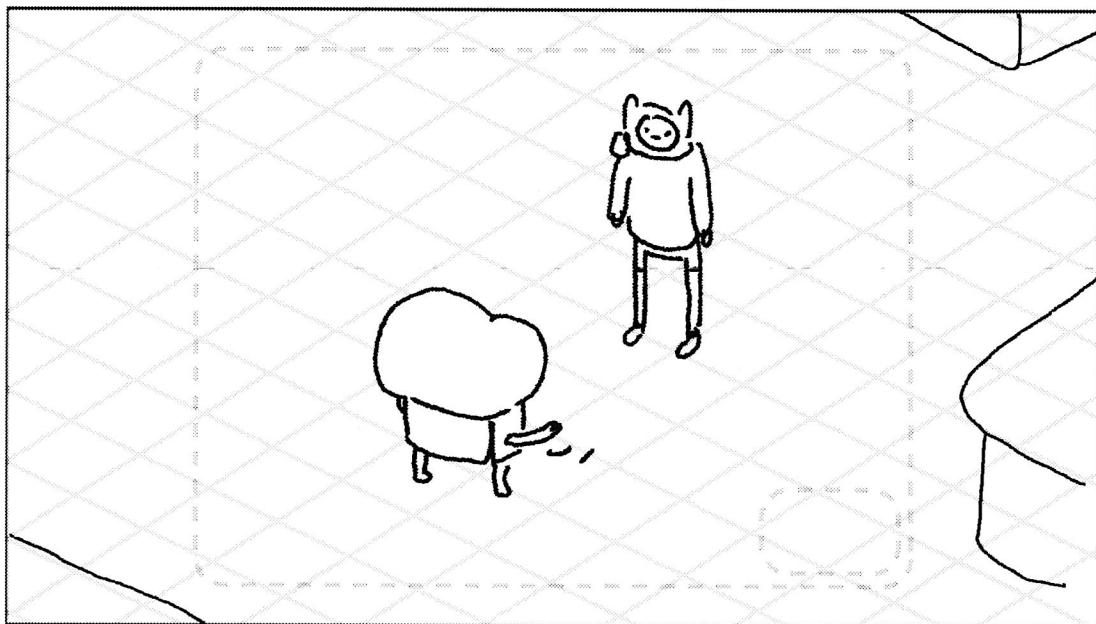
Page 88

Sc. 75

Pnl. A

Bg.

day night

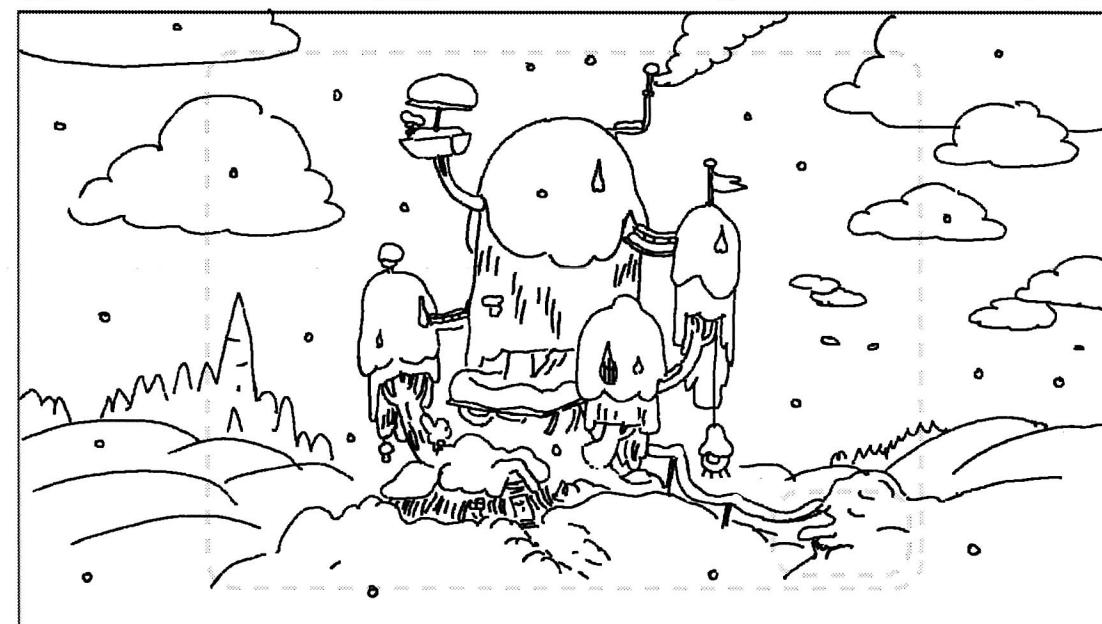


Sc. 76

Pnl. A

Bg.

day night



Dialog:

(M) FOR NOW I WILL BE YOUR LITTLE  
(CONT). ROBOT AND WE'LL HAVE A GOOD  
TIME.

Action:

Timing:

EPISODE #

Production :

1034-224

# ADVENTURE TIME



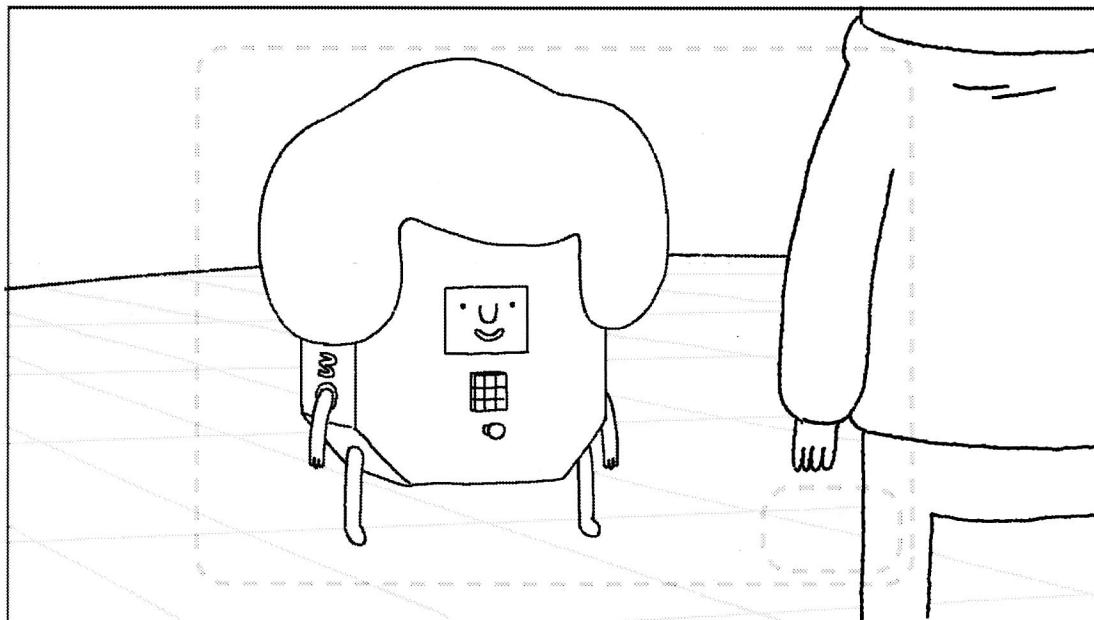
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Sc. 72

Pnl. A

Bg.

day night

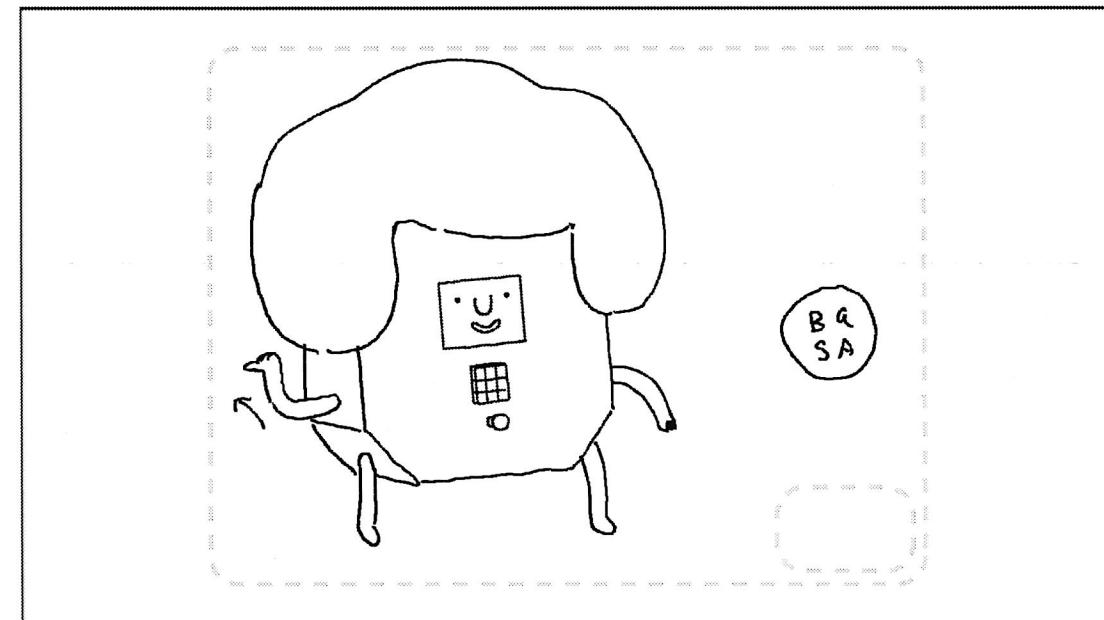


Sc. 77

Pnl. B

Bg.

day night



Dialog:

(M) FOR NOW THOUGH, LET'S (CONT) GET OUT THERE

Action:

Timing:

Production :

1034-224

EPISODE #

# ADVENTURE TIME



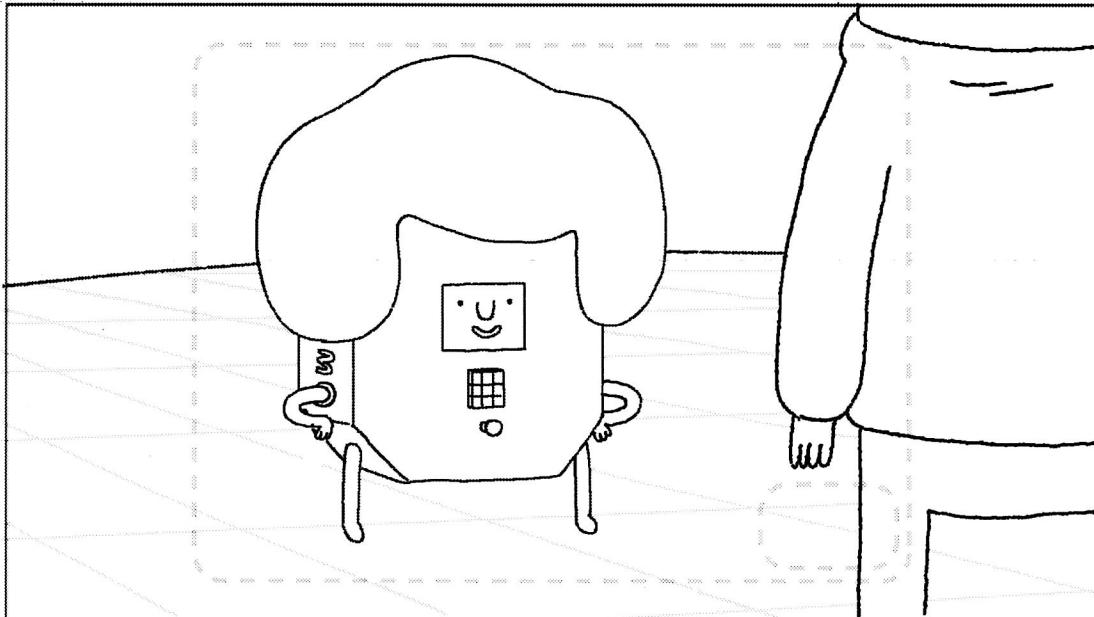
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Sc. 77

Pnl. C

Bg.

day night

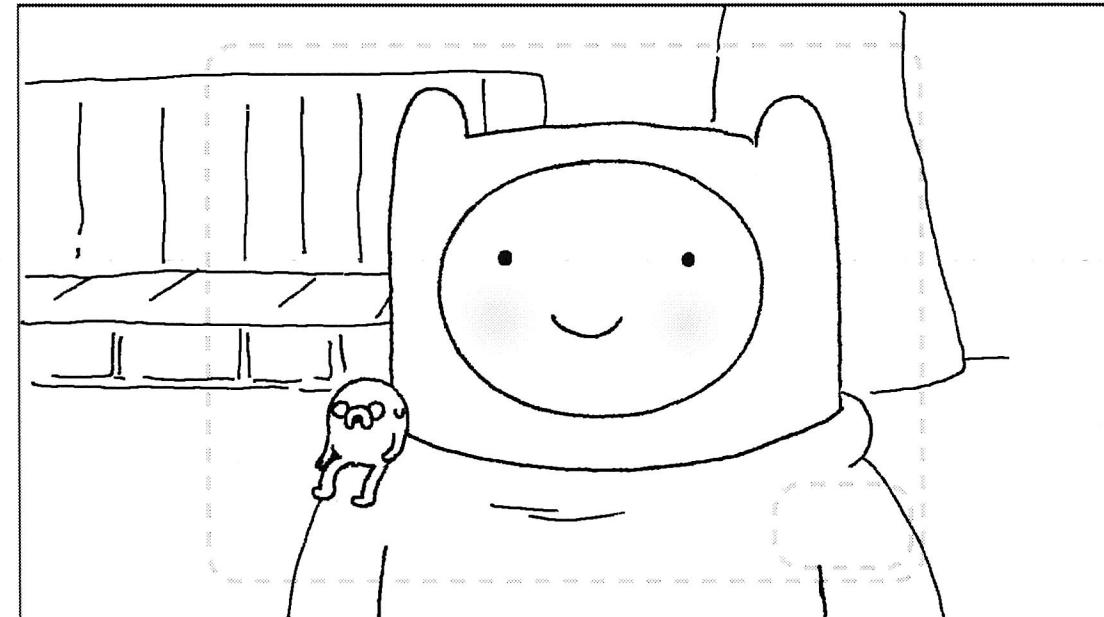


Sc. 78

Pnl. A

Bg.

day night



Dialog:

(M) (cont) AND HAVE SOME FUN.

Action:

Timing:

Production :

1034-224

EPISODE #

# ADVENTURE TIME



Page 91

Sc. > 8

Pnl. <sup>B</sup>

Bg.

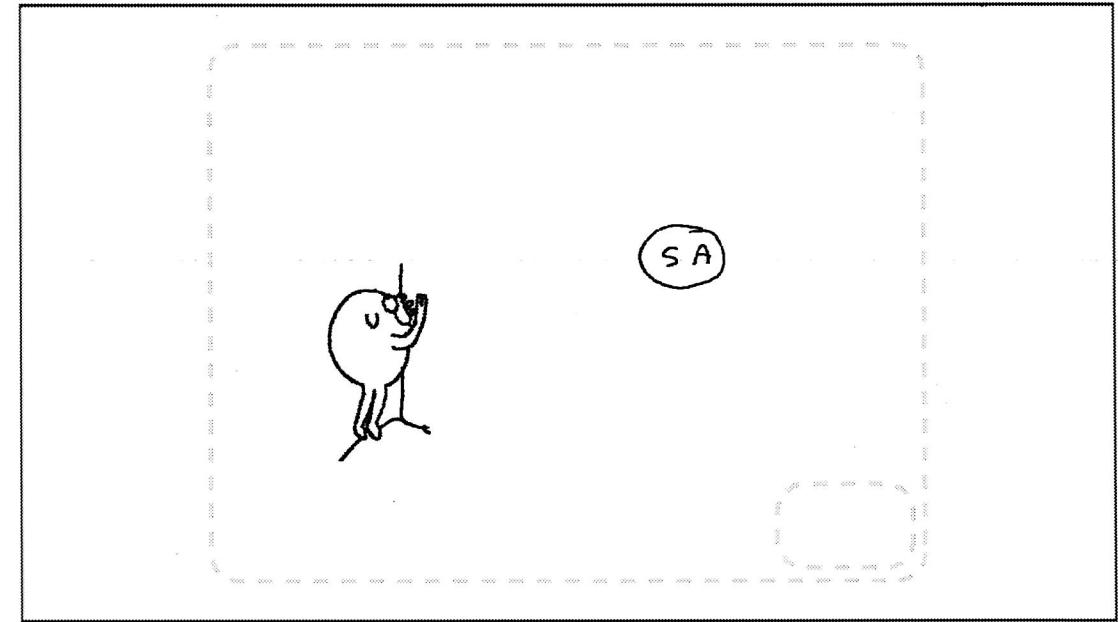
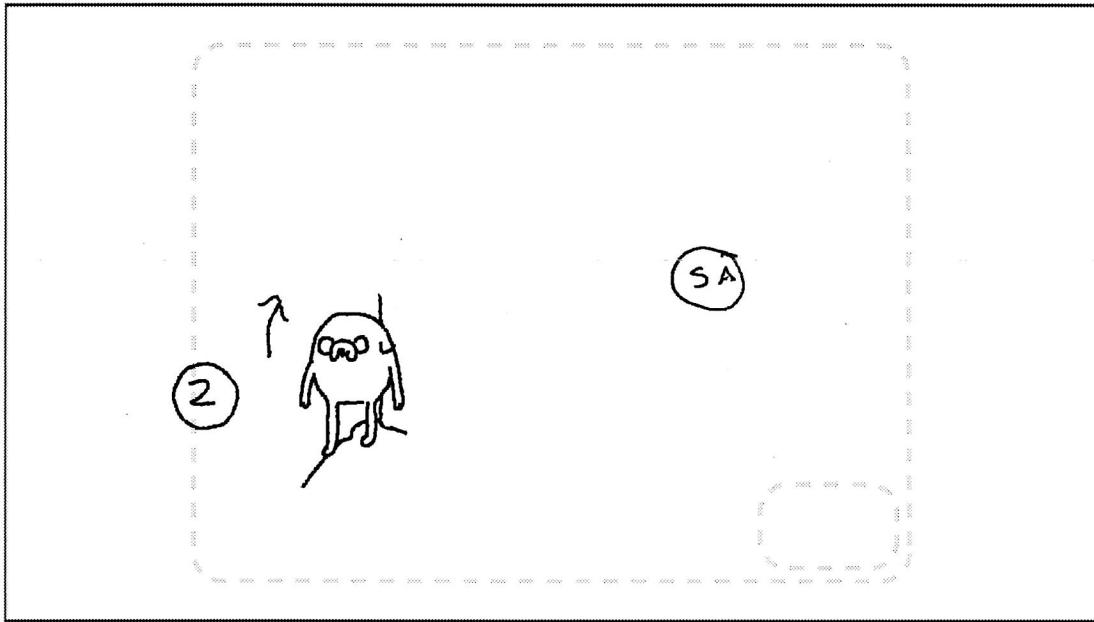
day night

Sc. > 8

Pnl. <sup>C</sup>

Bg.

day night



Dialog:

(LOUD WHISPER)

⑨ I THINK I'M FEELING  
BETTER NOW!

Action:



Timing:

1034-224

EPISODE #

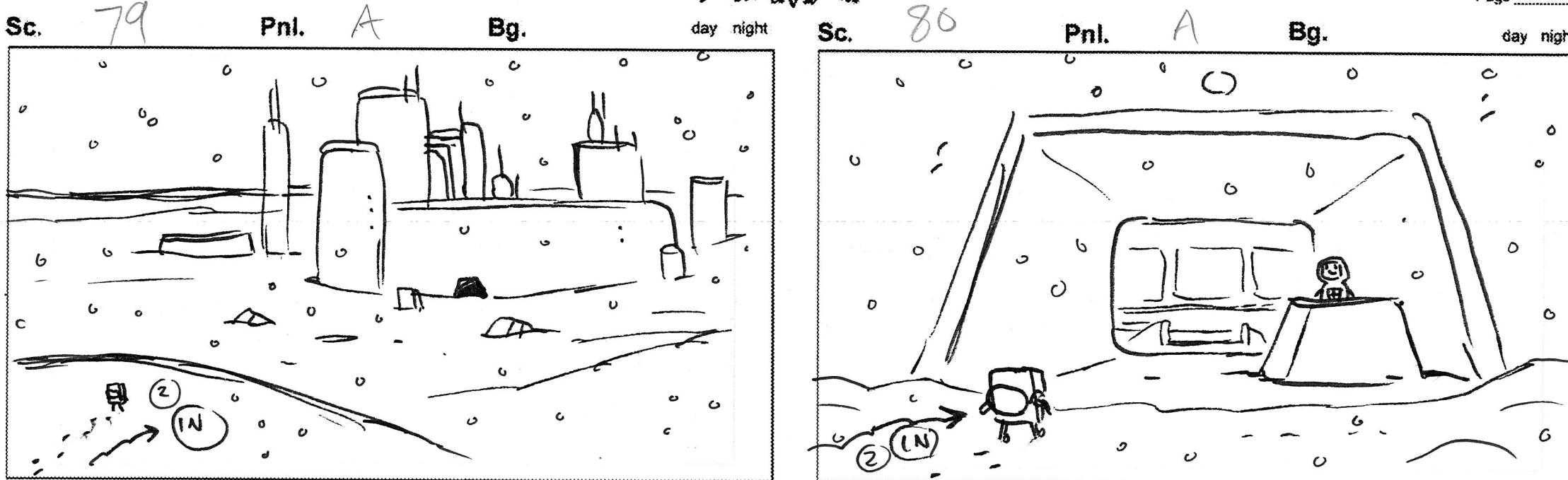
Production :

# ADVENTURE TIME



Page ..... 92

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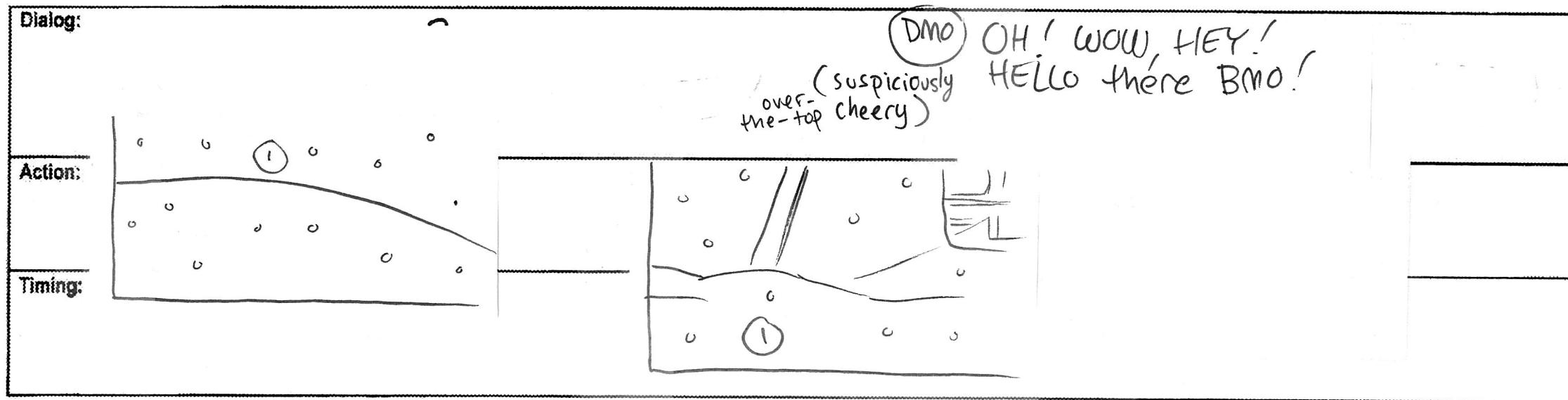


92

1034-224

EPISODE #

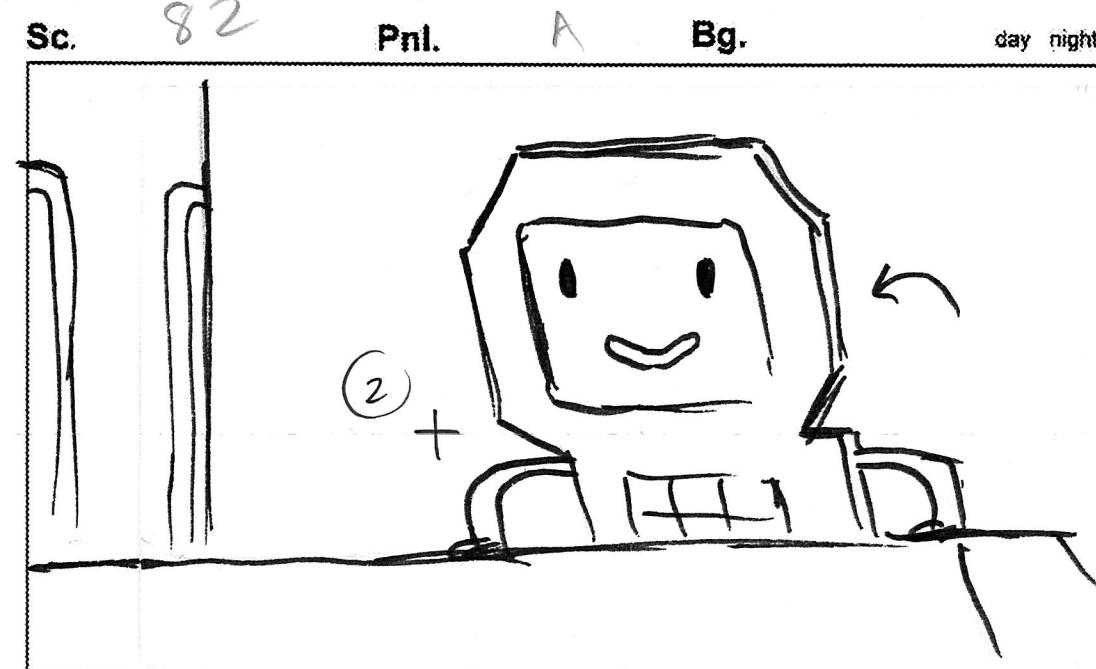
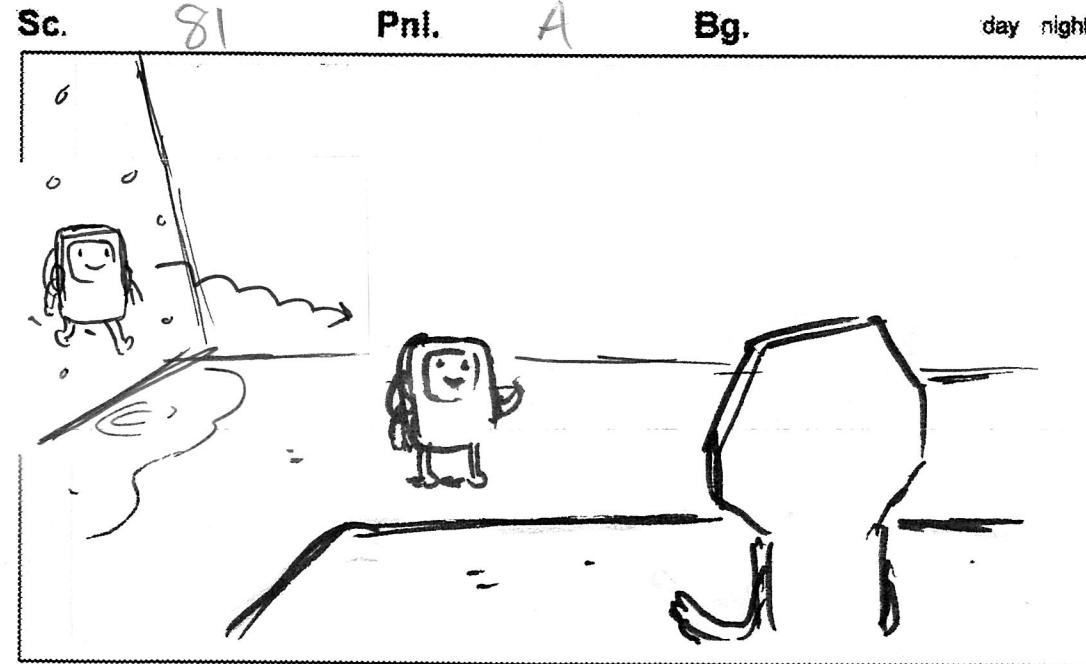
Production:



# ADVENTURE TIME



Page 93



Dialog:

(1) BMO: Hello there DMO. I'm here on a birthday mission.

Action:

- BMO walks in and waves at DMO.

Timing:

(2) DMO Yes yes - BMO -  
I know all about it!

EPISODE # 1034-224

Production :

# ADVENTURE TIME



94

Page \_\_\_\_\_

Sc. 82

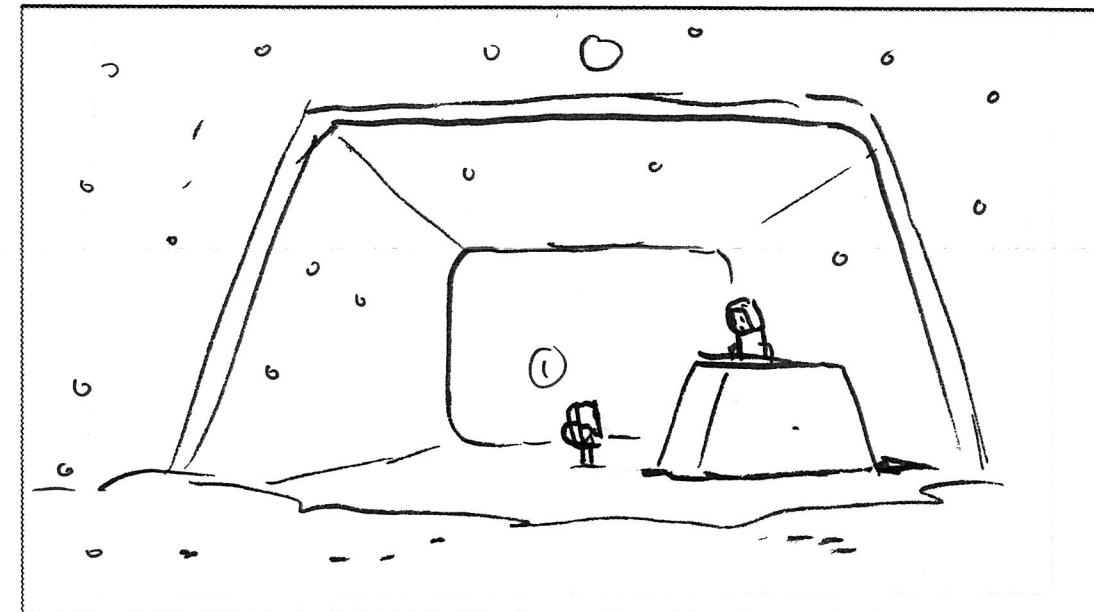
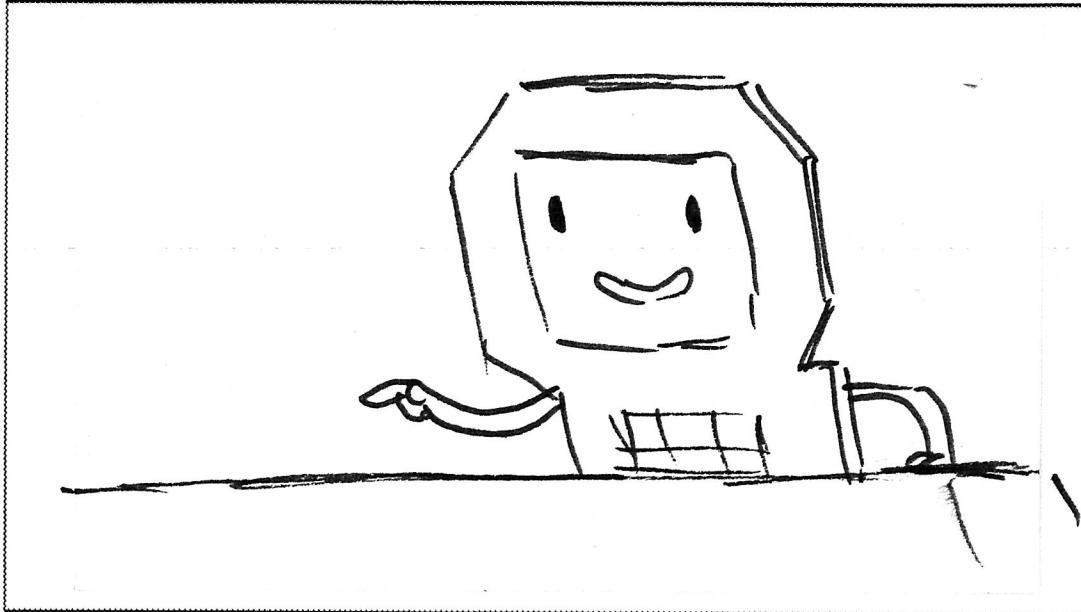
Pnl. B  
Bg.

day night

Sc. 83

Pnl. A  
Bg.

day night



Dialog:

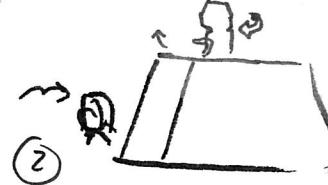
(DmO) Moe left  
special  
instructions for  
you.

Action:

(DmO) He wants you  
to stand on this  
"X" over here.

- DmO points at X on floor (offscreen)
- BMO walks toward it.

Timing:



Production :

1034-224

EPISODE #

# ADVENTURE TIME



Page 95

Sc.

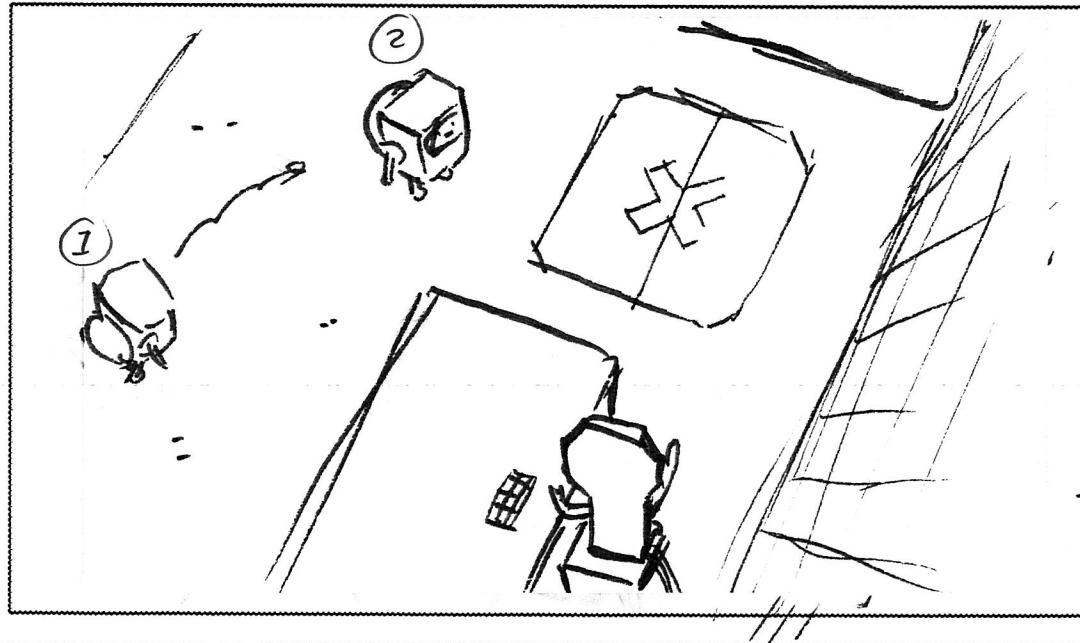
84

Pnl.

A

Bg.

day night



Sc.

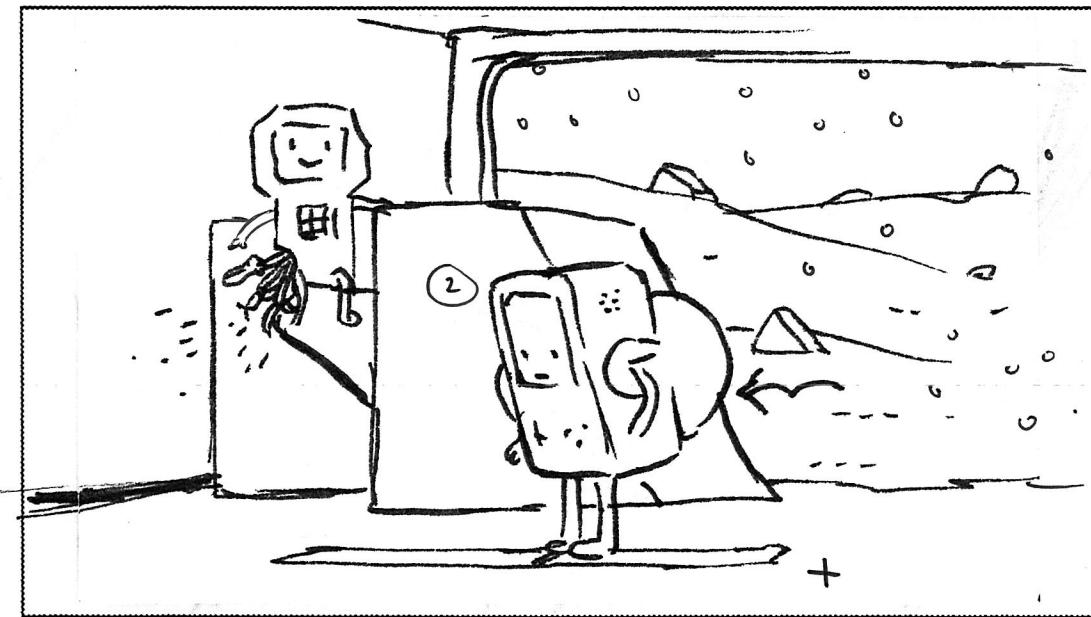
85

Pnl.

A

Bg.

day night



Dialog:

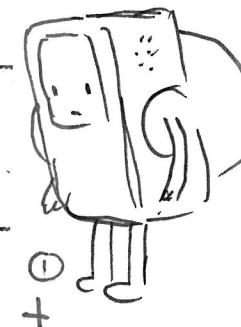
BMO

oh...okay..

Action:

- BMO walks up to "X".

- BMO walks onto "X"
- Sparks fly out of BMO.



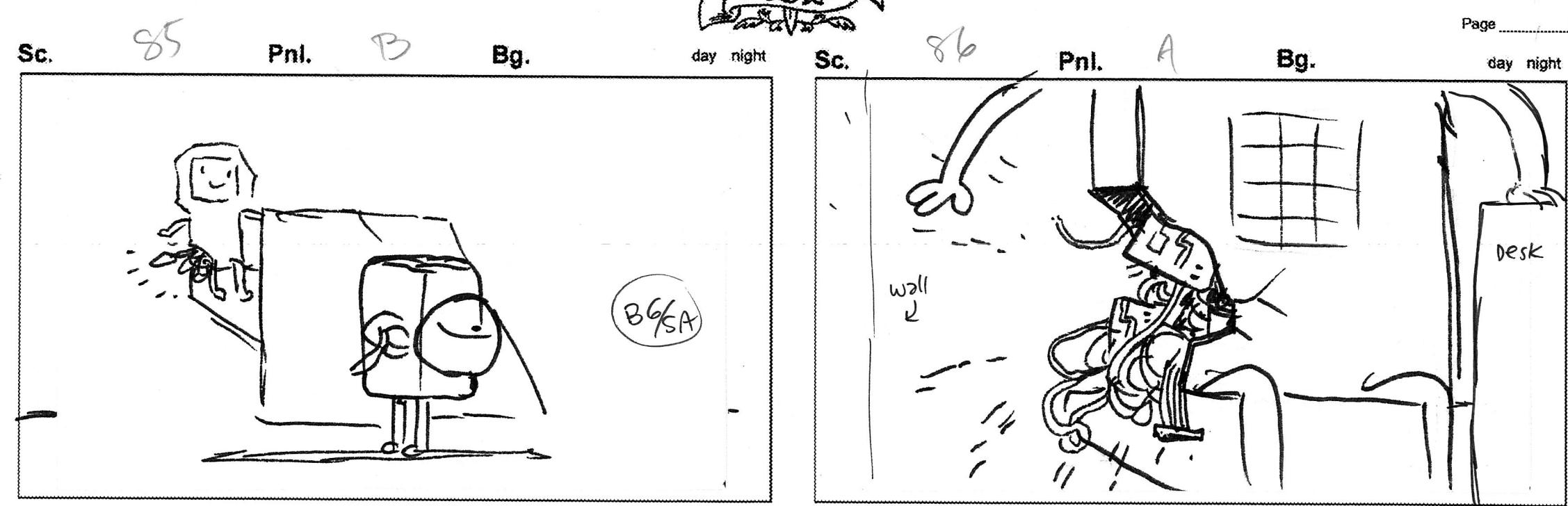
Timing:

Production :

1034-224

EPISODE #

# ADVENTURE TIME



Dialog:

BMO: Like this?  
\*GASP\*

Action:

Timing:

BMO: DMO...

Production :

EPISODE #

1034-224

# ADVENTURE TIME



Sc.

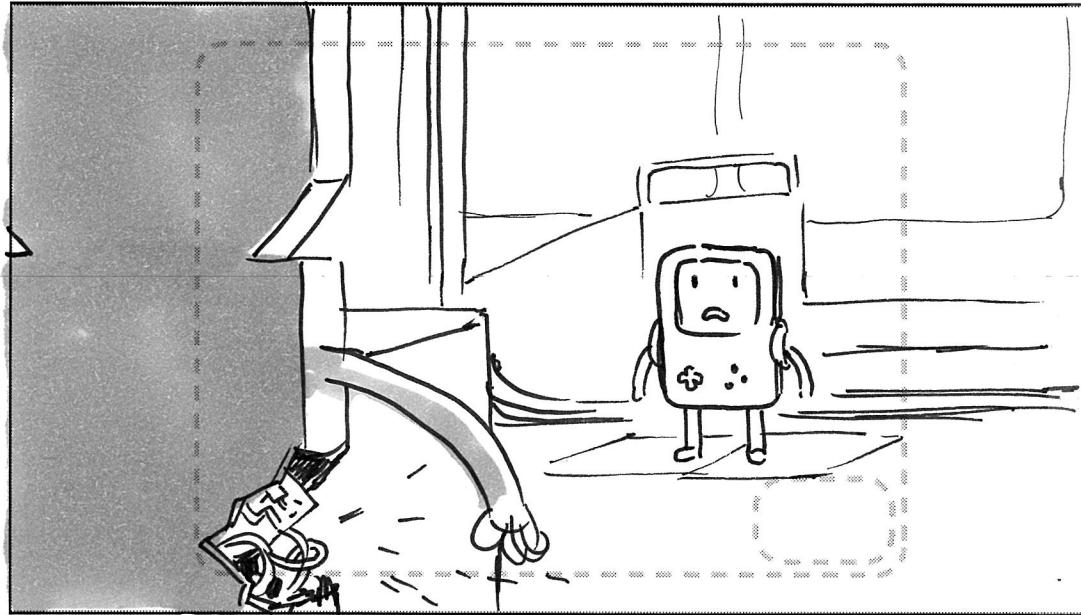
87

Pnl.

A

Bg.

day night



Sc.

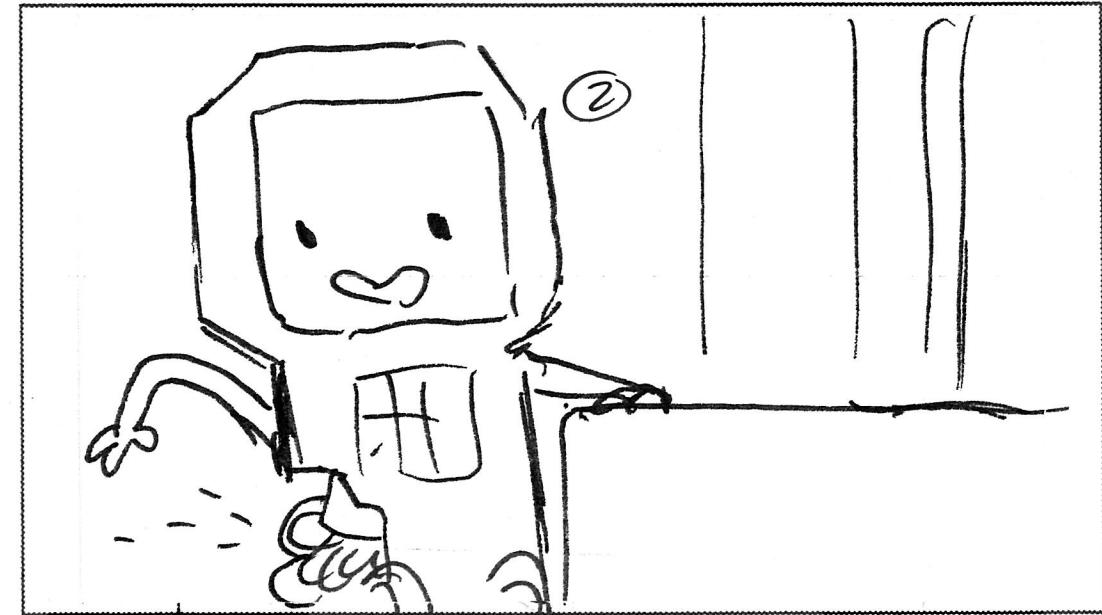
88

Pnl.

A

Bg.

day night



Page 97

EPISODE #

1034-224

Production :

Dialog:

(BMO.) → what happened ?

(DMO.) Oh, this? \*haha\* -  
it's nothing

Action:

Timing:

- DMO looks down at his  
broken body

# ADVENTURE TIME



Page 98

98

Sc.

88

Pnl.

B

Bg.

day night

Sc.

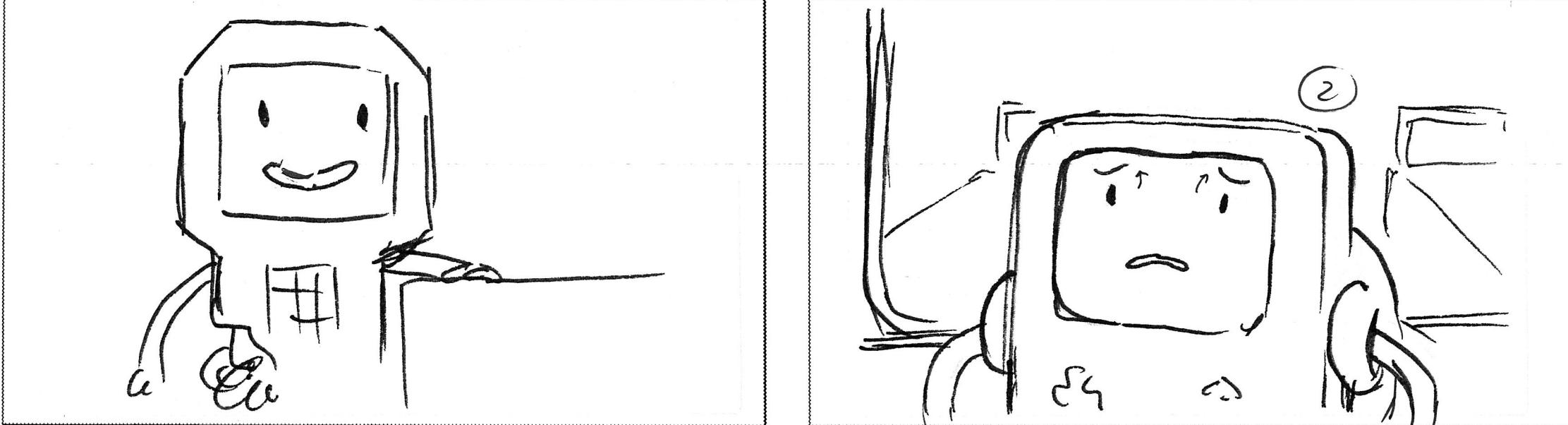
89

Pnl.

A

Bg.

day night



Dialog:

DMo

it's just  
whatever.

BMo

eh...

Action:

Timing:



1034-224

EPISODE #

Production :

# ADVENTURE TIME



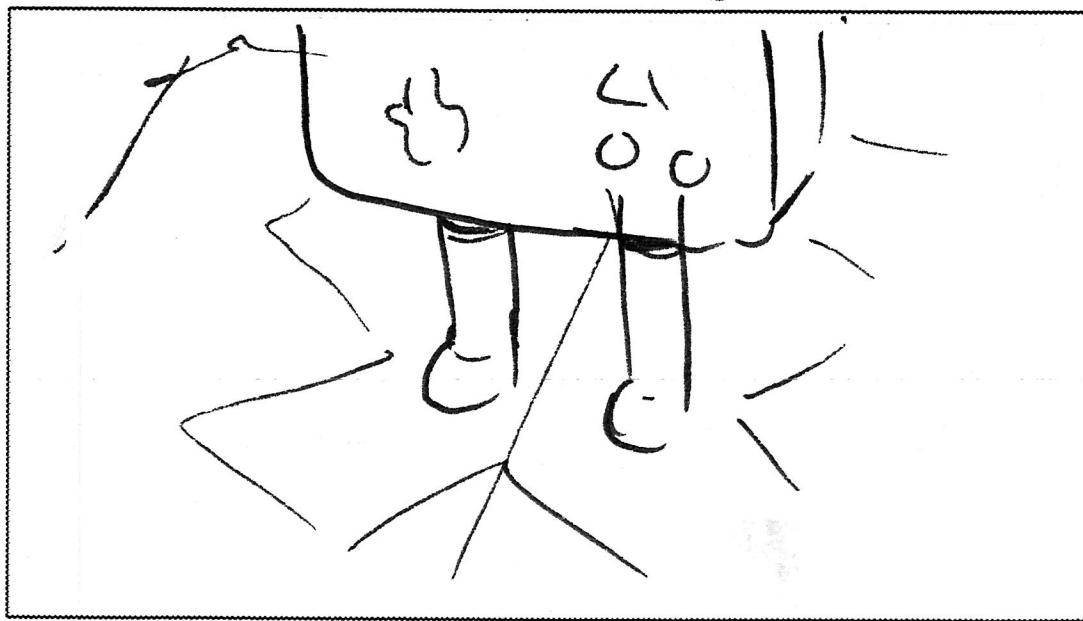
Page 99

Sc. 90

Pnl. A

Bg.

day night

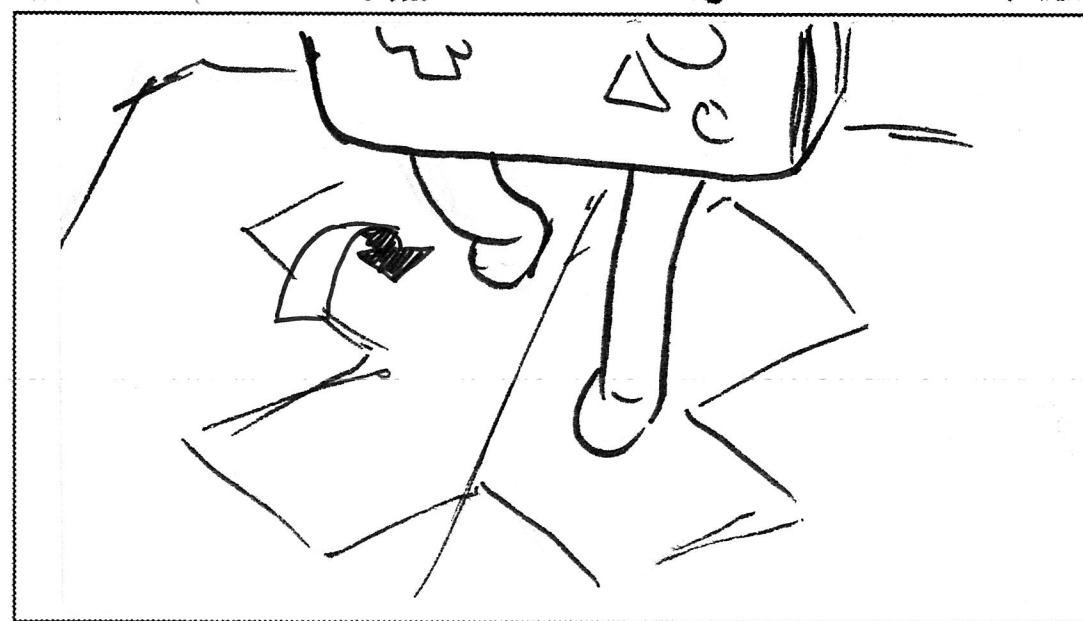


Sc. 90

Pnl. B

Bg.

day night



Dialog:

BMO I don't  
know about  
this DMO...

Action:

- BMO steps back, very  
slowly/cautiously - like backing  
away from Bear or Snake.

Timing:

EPISODE # 1034-224

Production :

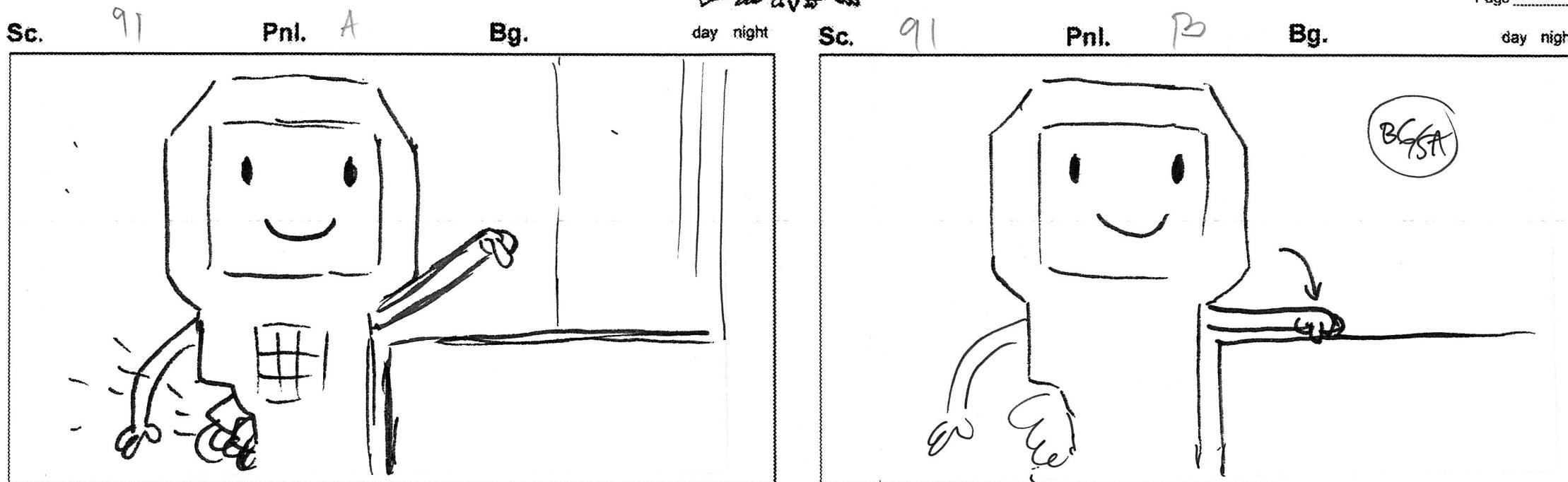
# ADVENTURE TIME



Page \_\_\_\_\_

100

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Dialog:

BMO Something  
doesn't feel

R - - : BZZT =

- BMO presses button  
on console.

Action:

Timing:

EPISODE # 1034-224

Production :

# ADVENTURE TIME



Page 101

Sc.

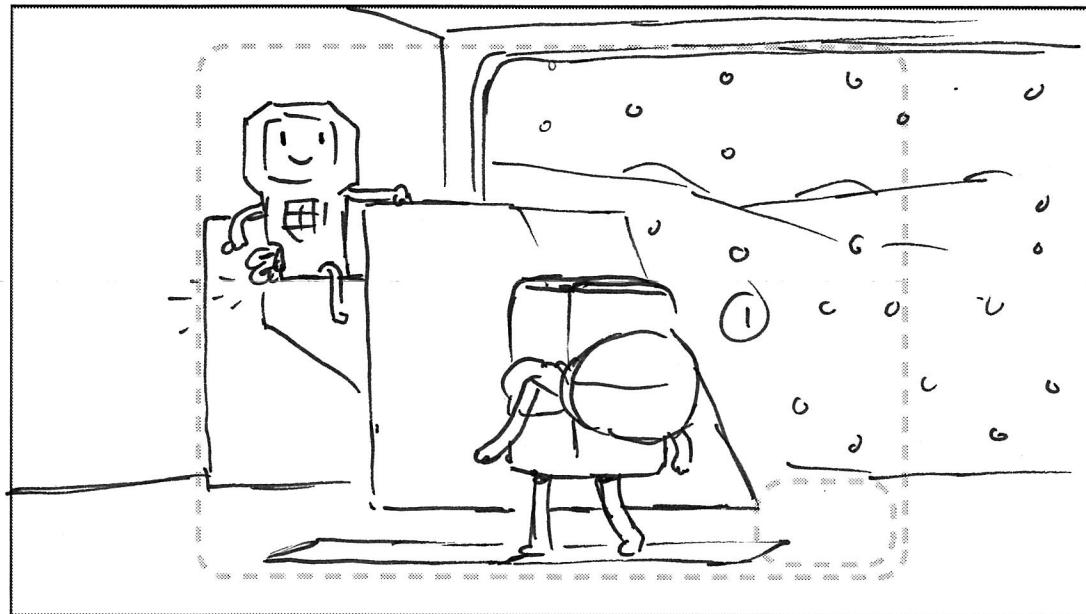
92

Pnl.

A

Bg.

day night



Sc.

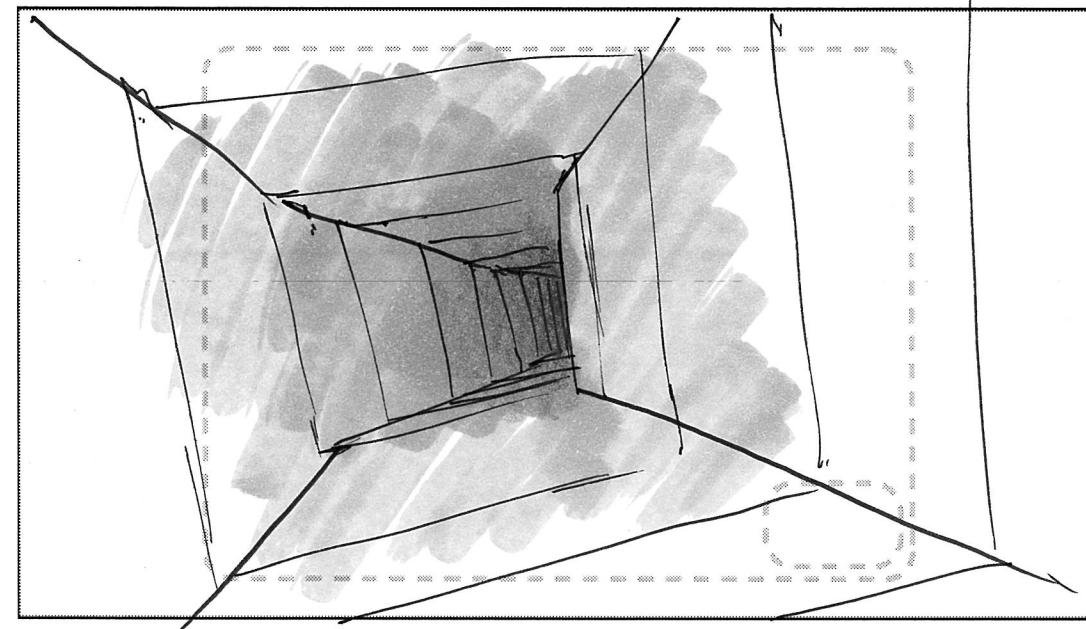
93

Pnl.

A

Bg.

day night



Dialog:

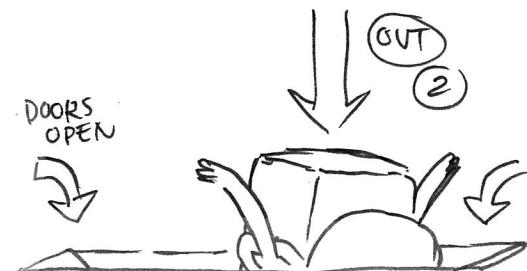


→ r i I I Y Y Y Y Y Y Y Y Y Y Y Y ...

Action:

- BMO drops into trap door.

Timing:



Production :

EPISODE #

1034-224

# ADVENTURE TIME



Page 102

Sc.

93

Pnl.

M

B

Bg.

day night

Sc.

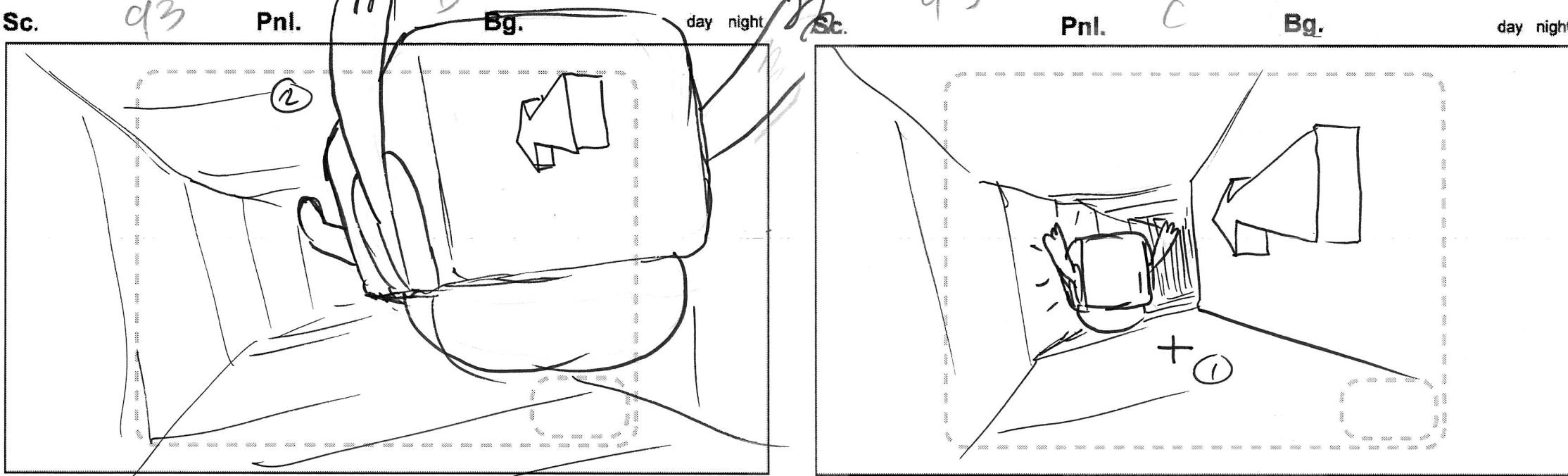
93

Pnl.

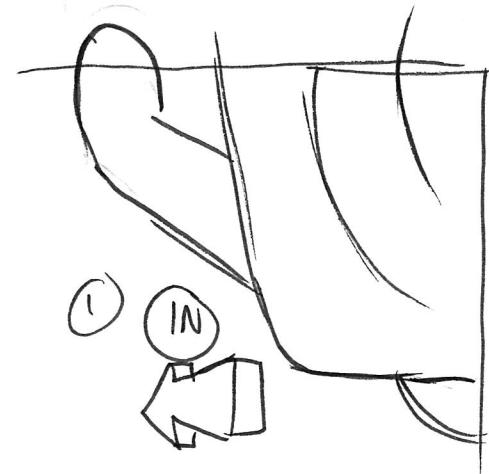
C

Bg.

day night



Dialog:

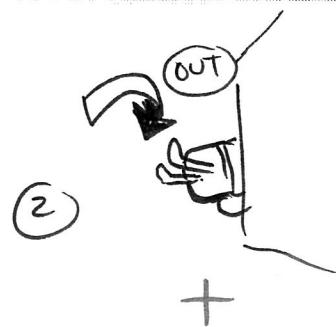


(SFX) : BANG :

Action:

- BMO bounces  
off vent wall,  
then down off screen

Timing:



Production :

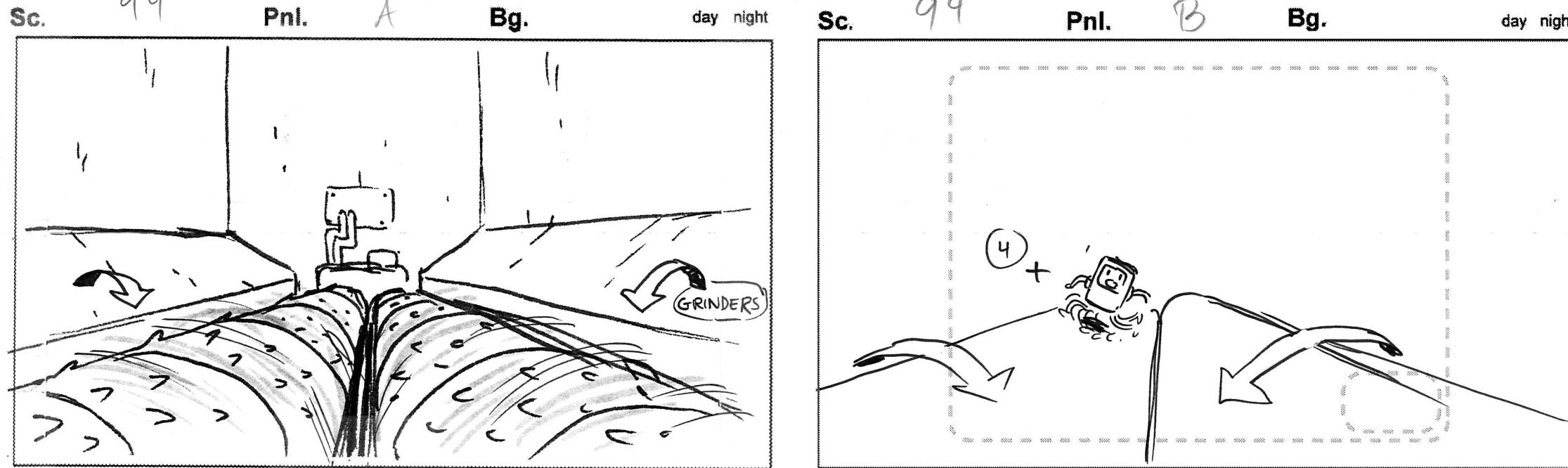
1034-224

EPISODE #

# ADVENTURE TIME

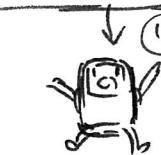


Page 103



## Dialog:

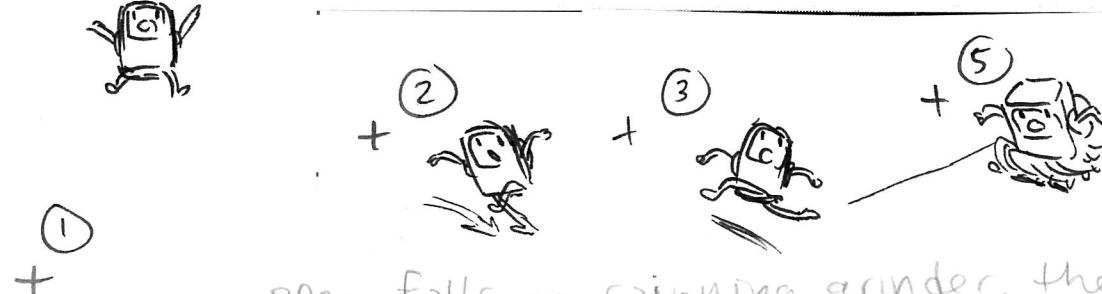
(BMO) wuu h h h H → H A A A A A A A A →



## Action:

- Grinding wheels spin rapidly.

## Timing:



- BMO falls on spinning grinder, then runs in place desperately.

Production :

1034-224

EPISODE #

# ADVENTURE TIME



Page 104

Sc.

94

Pnl.

c

Bg.

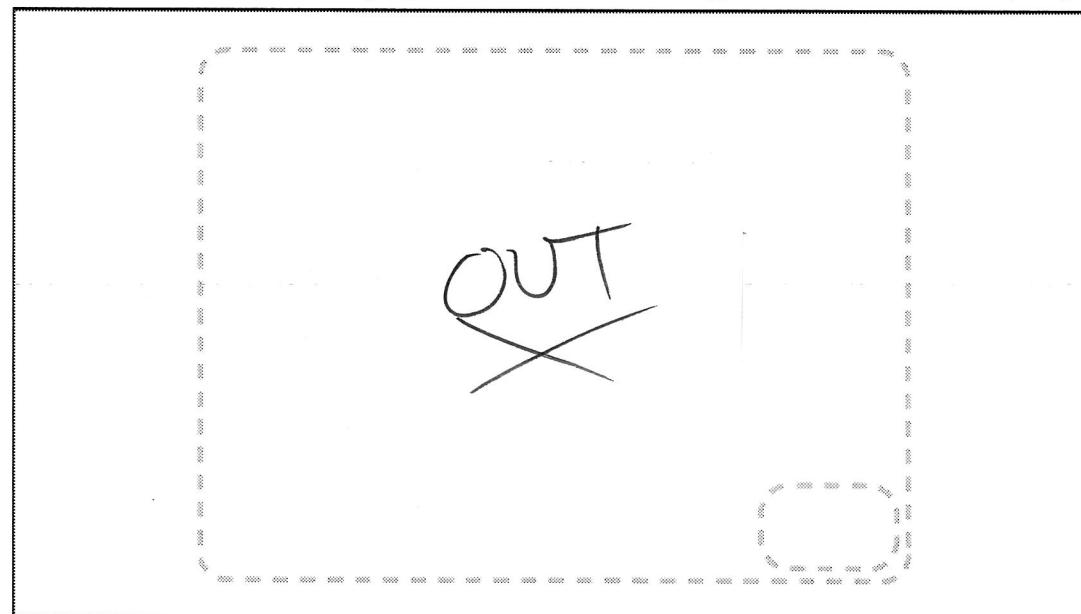
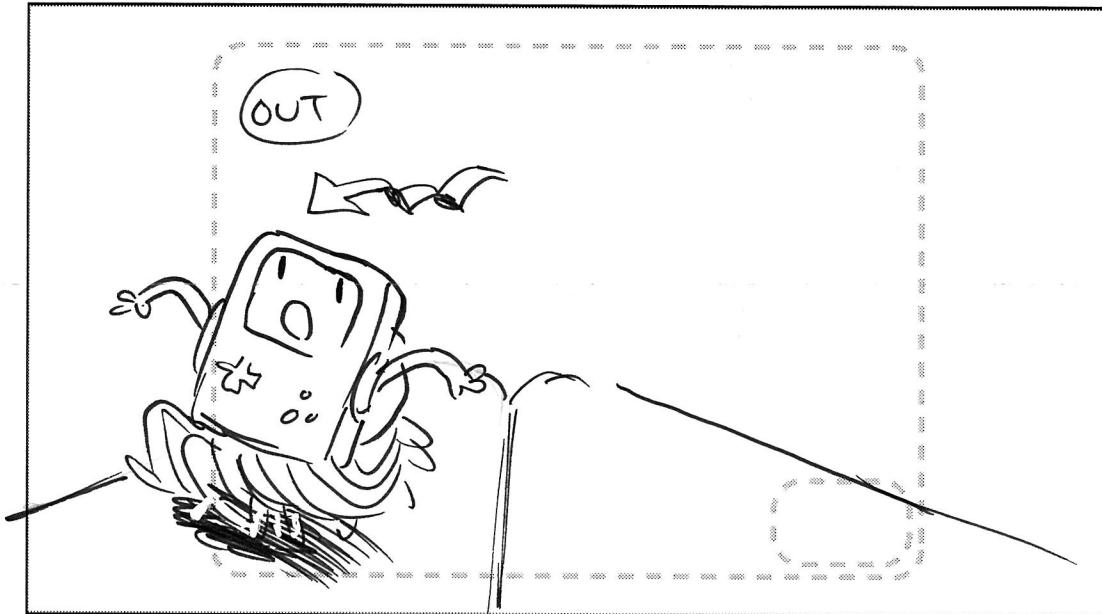
day night

Sc.

Pnl.

Bg.

day night



Dialog:

→ A A A A A →

Action:

- BMO runs forward

Timing:

Production :

1034-224

EPISODE #

# ADVENTURE TIME



Page

105

Sc.

95

Pnl.

A

Bg.

day night

Sc.

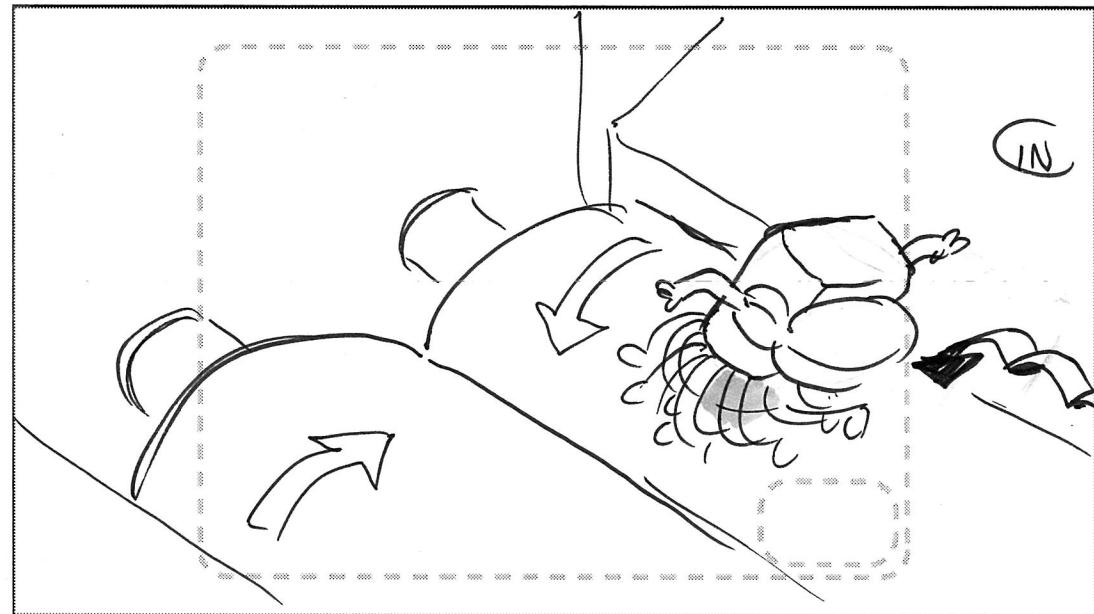
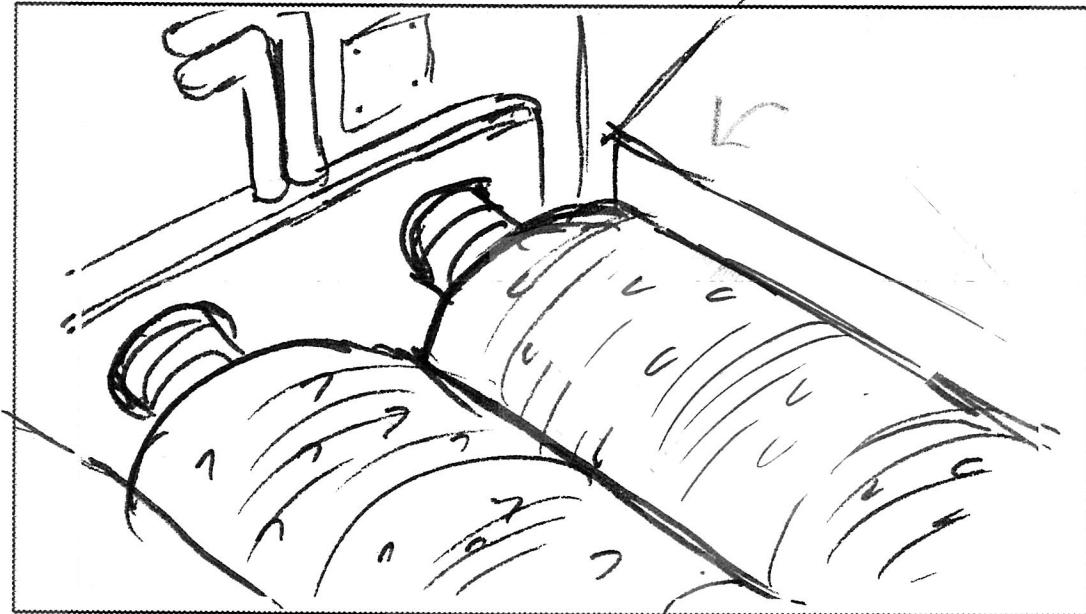
95

Pnl.

B

Bg.

day night



Dialog:

→ A A A A A → A A A A A →

Action:

- BMO runs in

Timing:

Production :

1034-224

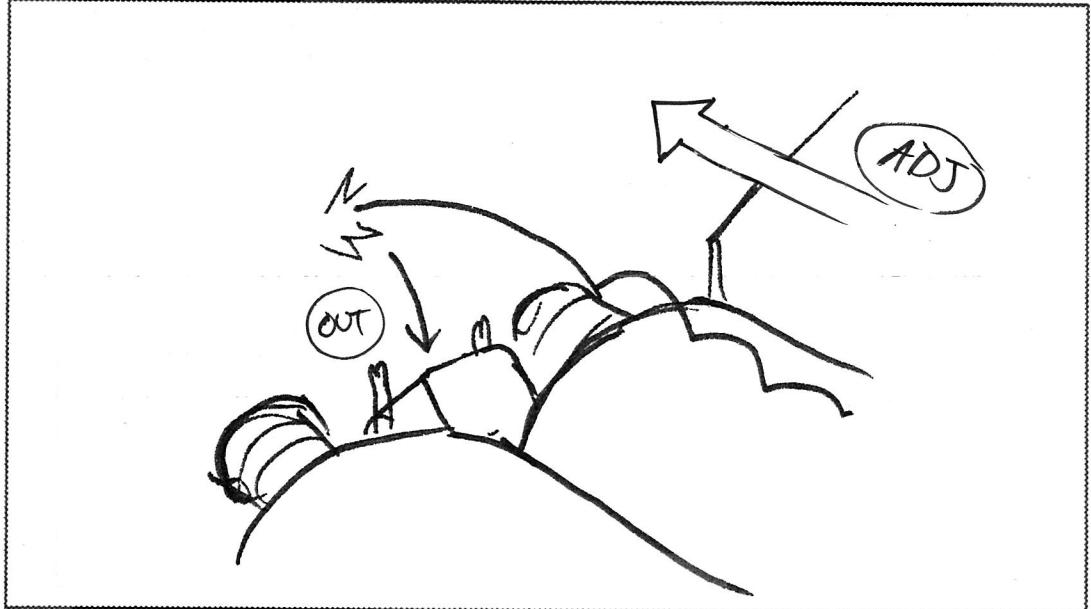
EPISODE #

# ADVENTURE TIME

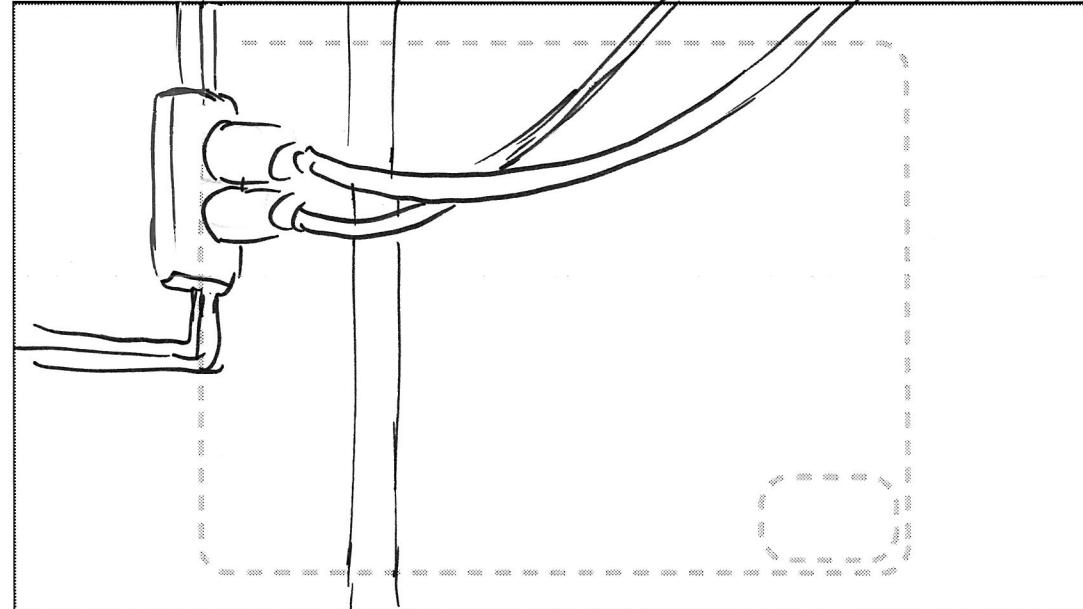


Page 106

Sc. 95 Pnl. C Bg. day night



Sc. 96 Pnl. A Bg. day night



**Dialog:**

→ AAA \*OOF\* !!!

**Action:**

- BMO runs right off grinder w/out slowing, then bounces down into the machinery.

**Timing:**

1034-224

EPISODE #

Production :

# ADVENTURE TIME



Page 907

Sc.

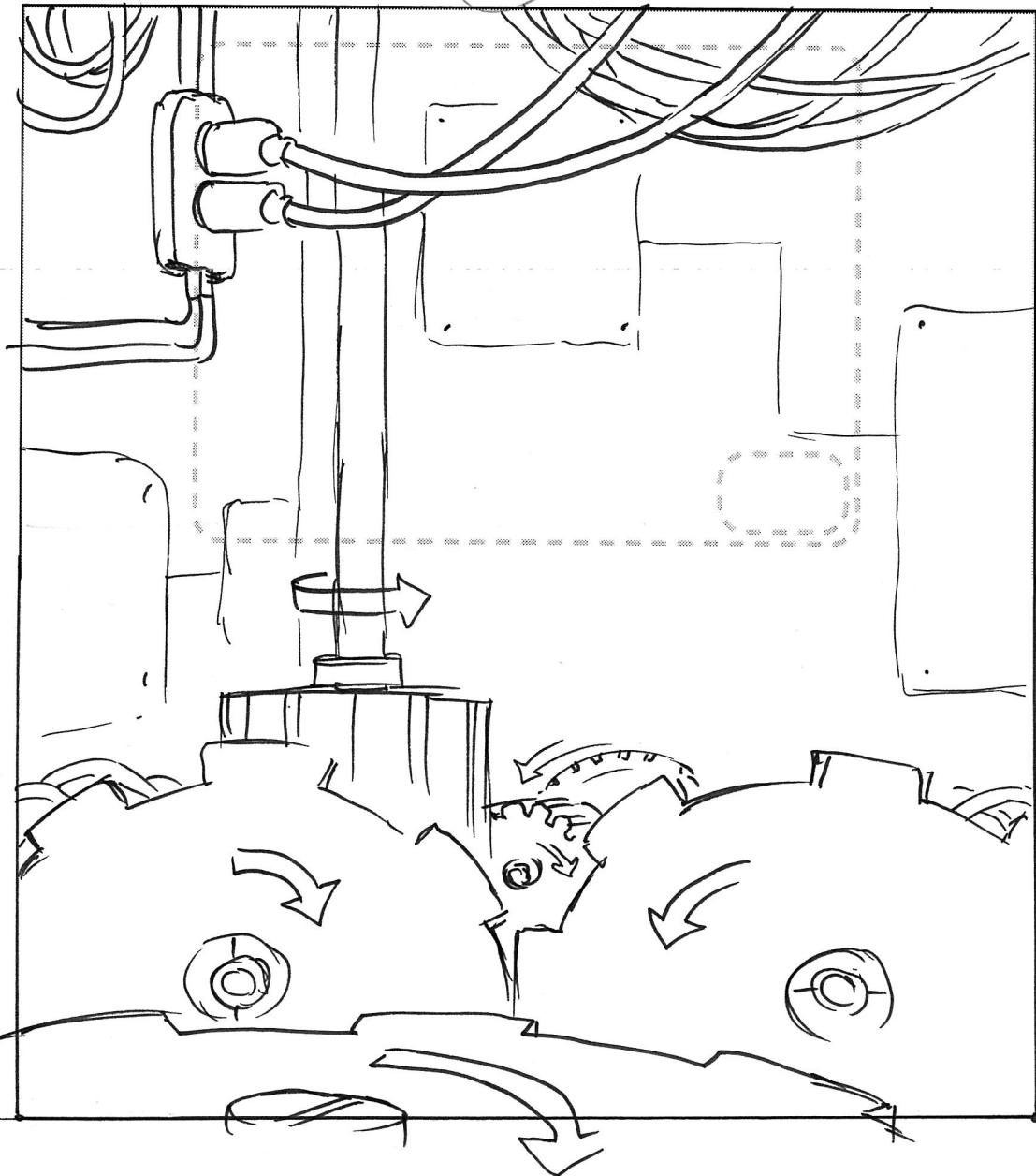
96

Pnl.

(36)

Bg.

day night



Dialog:

Action:

- Gears spin fast + dangerous.

Timing:

Production :

EPISODE #

1034-224

# ADVENTURE TIME



Page 108

Sc.

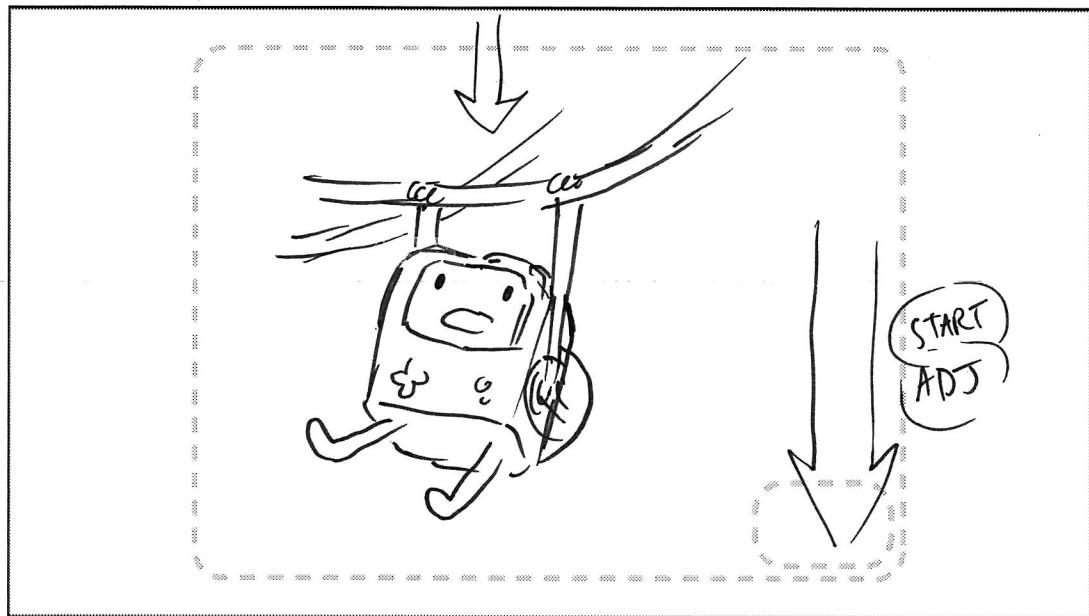
96

Pnl.

B

Bg.

day night



Sc.

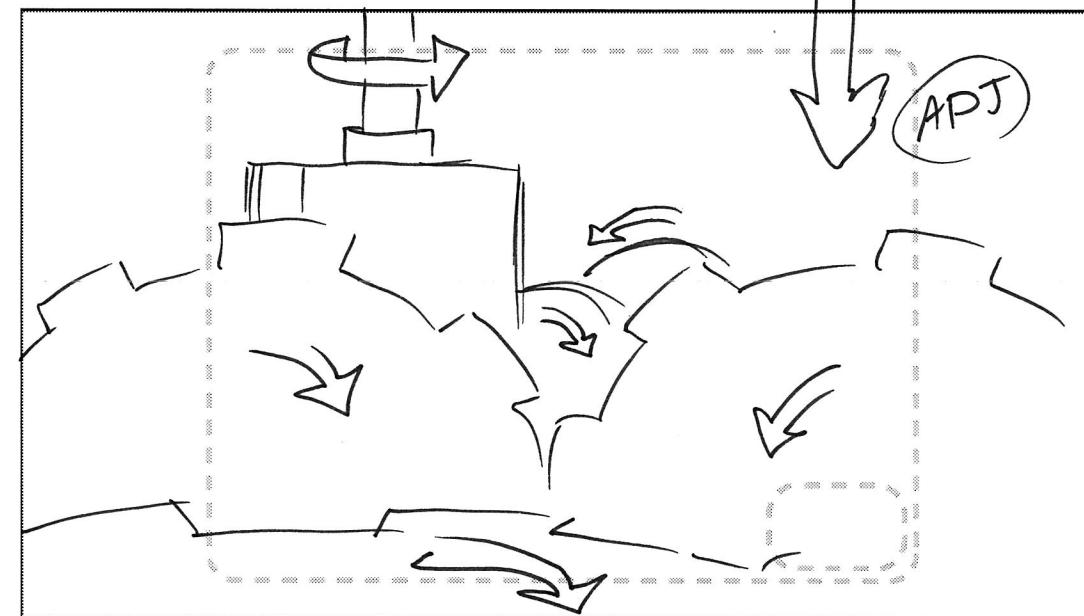
96

Pnl.

C

Bg.

day night



Dialog:

Action:

- BMO catches wire.

- "cameraman" doesn't realize BMO caught wire, 2nd pans past, down to spinning gears.

Timing:

Production :

1034-224

EPISODE #

# ADVENTURE TIME



Page

109

Sc.

96

Pnl.

D

Bg.

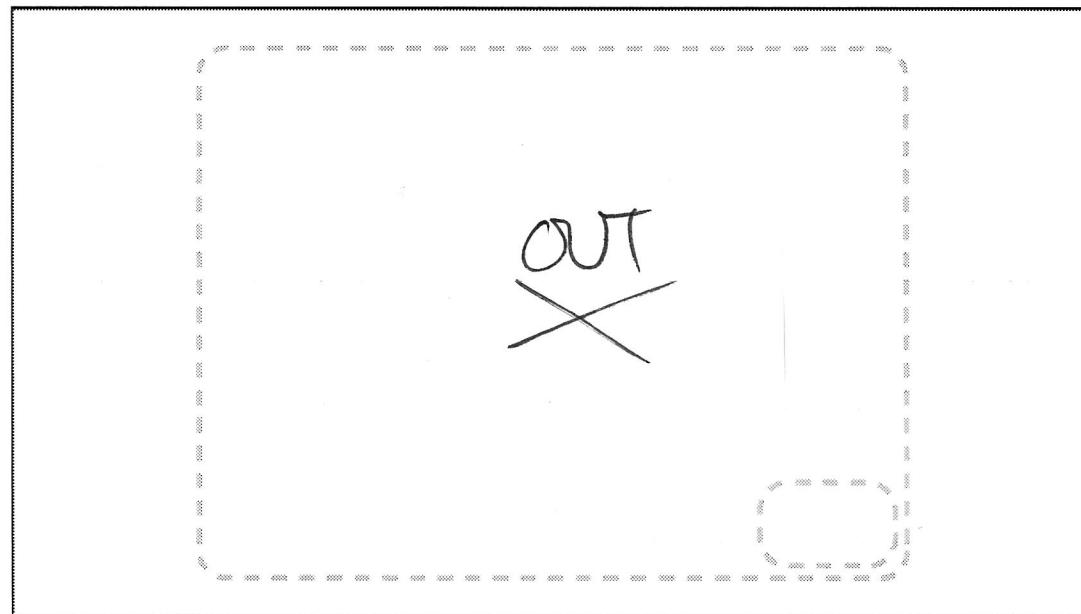
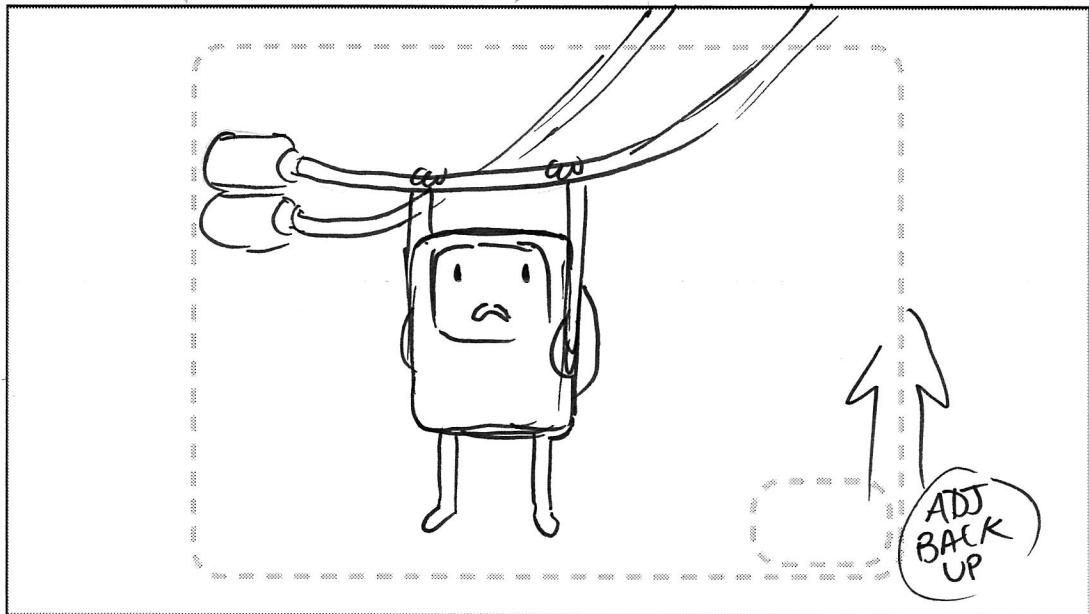
day night

Sc.

Pnl.

Bg.

day night



Dialog:

Action: "cameraman" realizes mistake, pans back up to BMO.

Timing:

Production :

EPISODE #

1034-224

# ADVENTURE TIME



Page 110

Sc.

96

Pnl.

E

Bg.

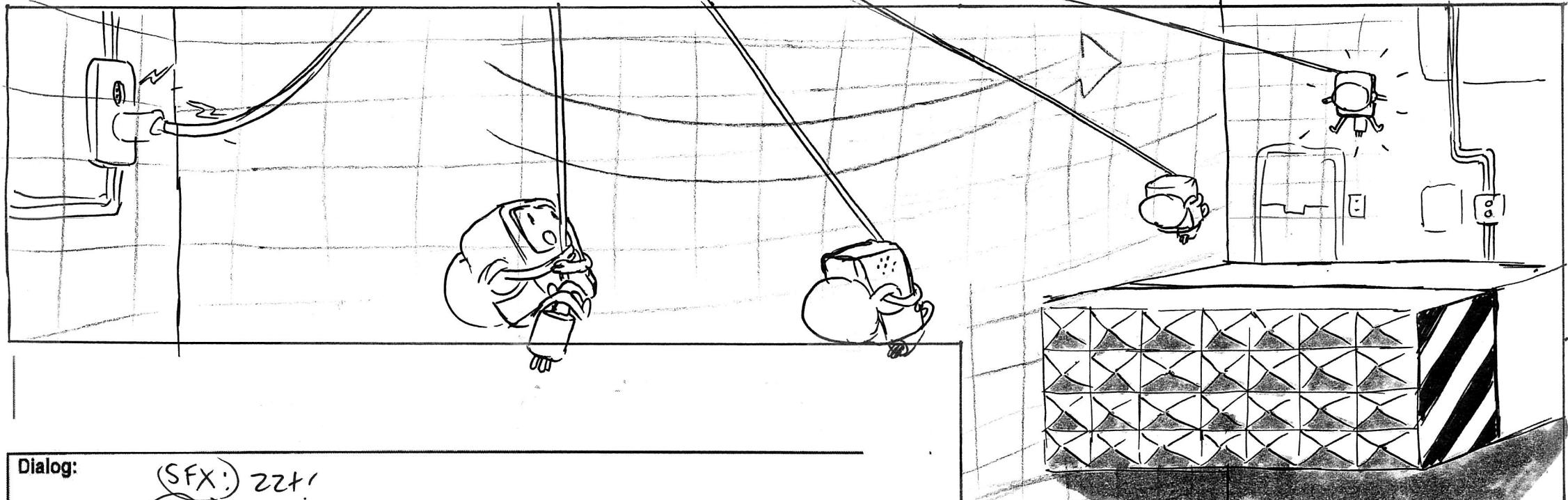
day night

Sc.

Pnl.

Bg.

day night



Dialog:

(SFX:) ZZZ!

BMO: WHAAAAA! \* OOOOF \*

Action:

- Plug disconnects from socket, sending BMO swinging, then BMO Smacks into wall.

Timing:

1034-224

EPISODE #

Production :

# ADVENTURE TIME



Page 611

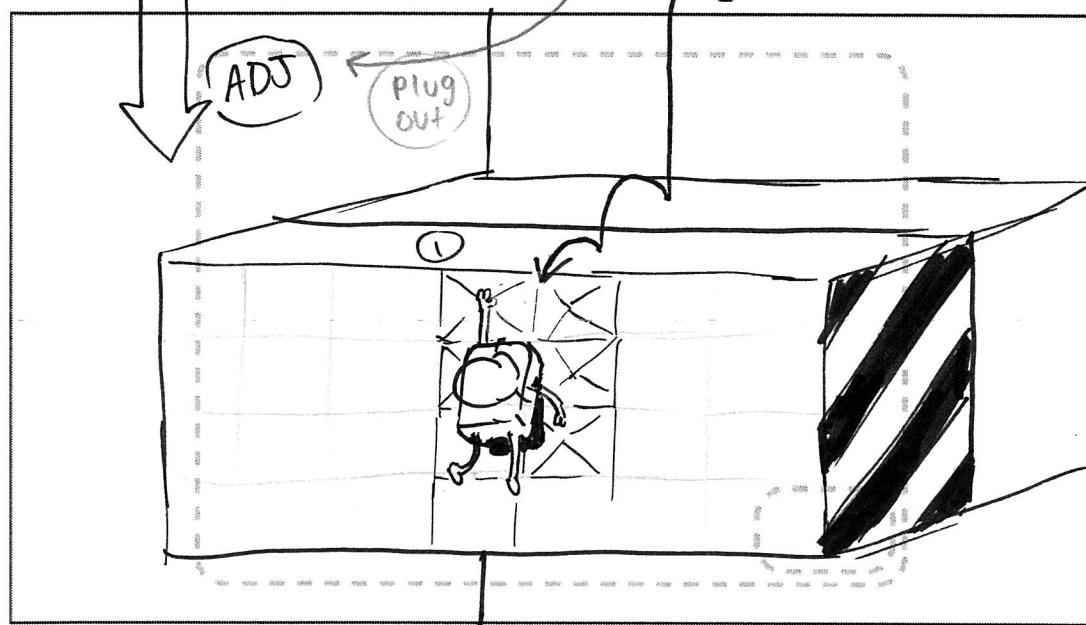
Sc.

96

Pnl.

Bg.

day night



Sc.

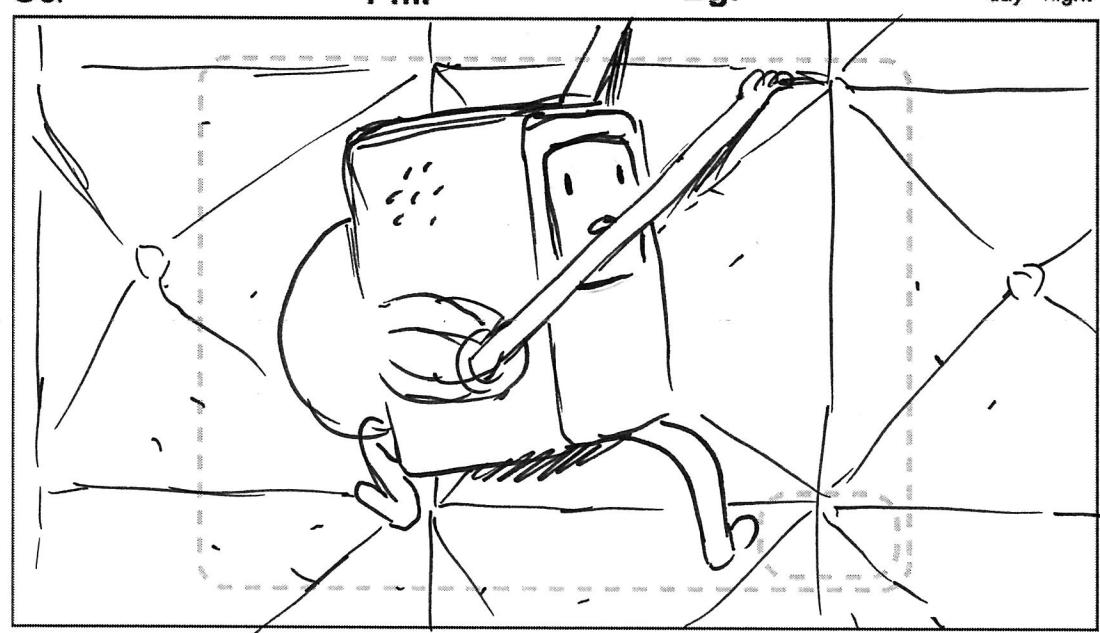
97

Pnl.

A

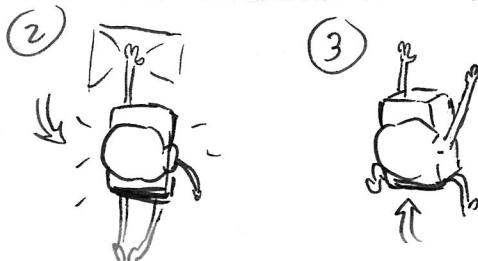
Bg.

day night



Dialog:

Action:



- BMO bounces down but catches hold of a washer face.

Timing:

EPISODE #

Production :

1034-224

# ADVENTURE TIME



Page 112

Sc.

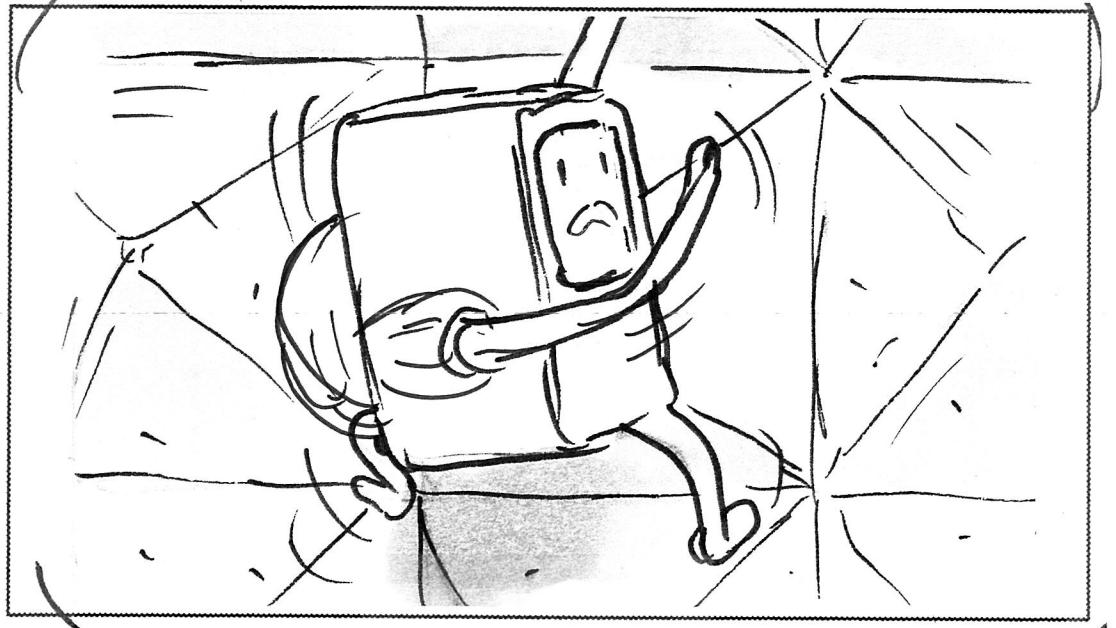
97

Pnl.

B

Bg.

day night



Sc.

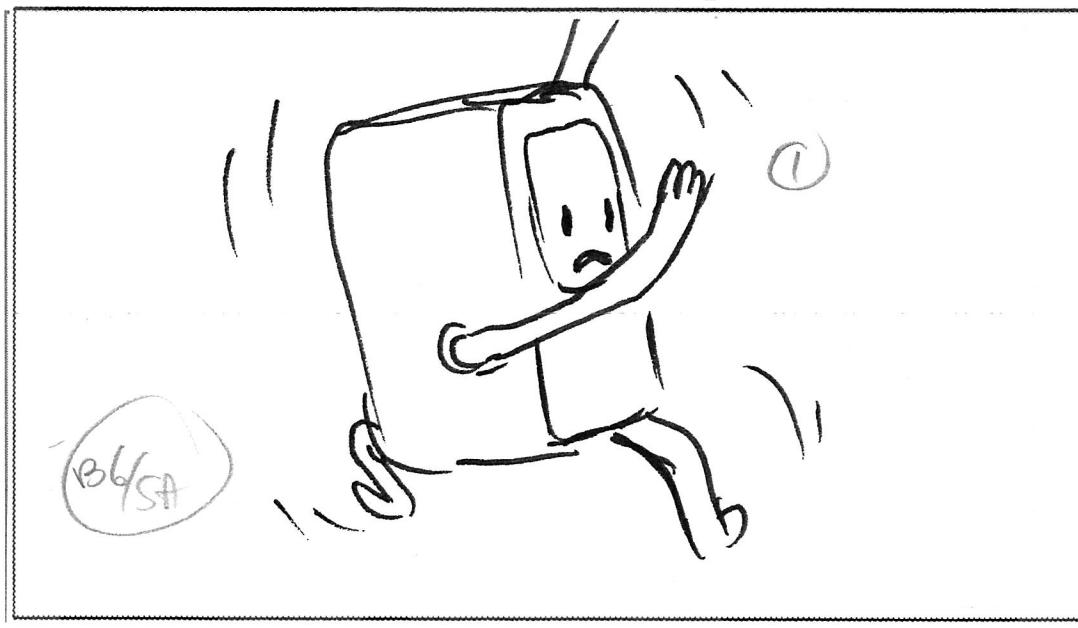
97

Pnl.

C

Bg.

day night



Dialog:

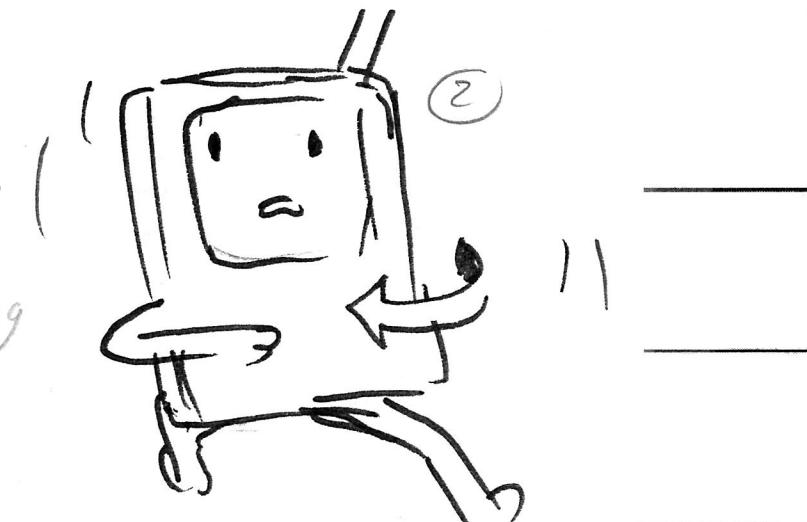
SFX: RUMBLE

Action:

- Masher begins to shake/rumble.

- BMO turns  
to see  
what's happening

Timing:



Production :

EPISODE #

1034-224

# ADVENTURE TIME

Sc.

98

Pnl.

A

Bg.



day night

Sc.

99

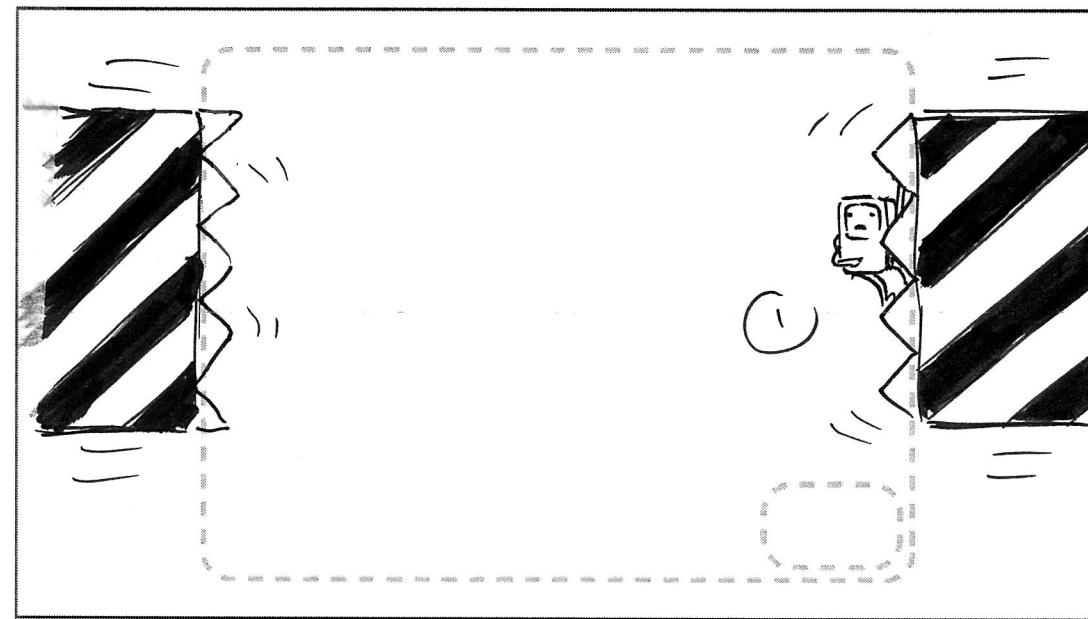
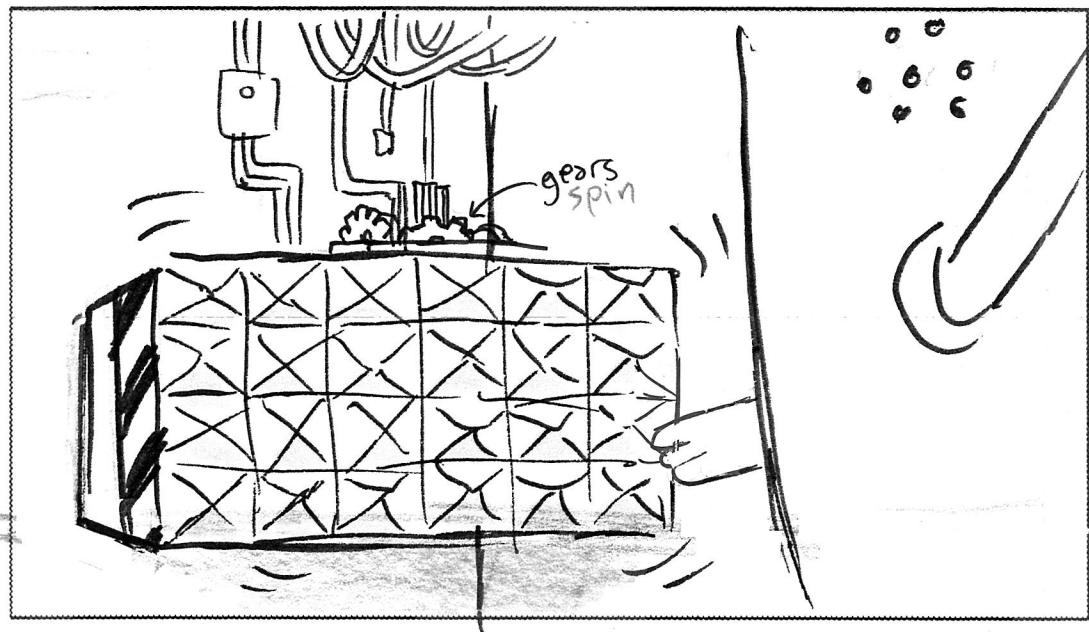
Pnl.

A

Bg.

Page 113

day night



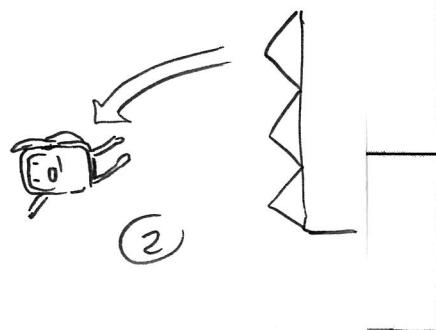
Dialog:

SFX: RUMBLE

Action:

- BMO leaps

Timing:



Production :

EPISODE #

1034-224

# ADVENTURE TIME



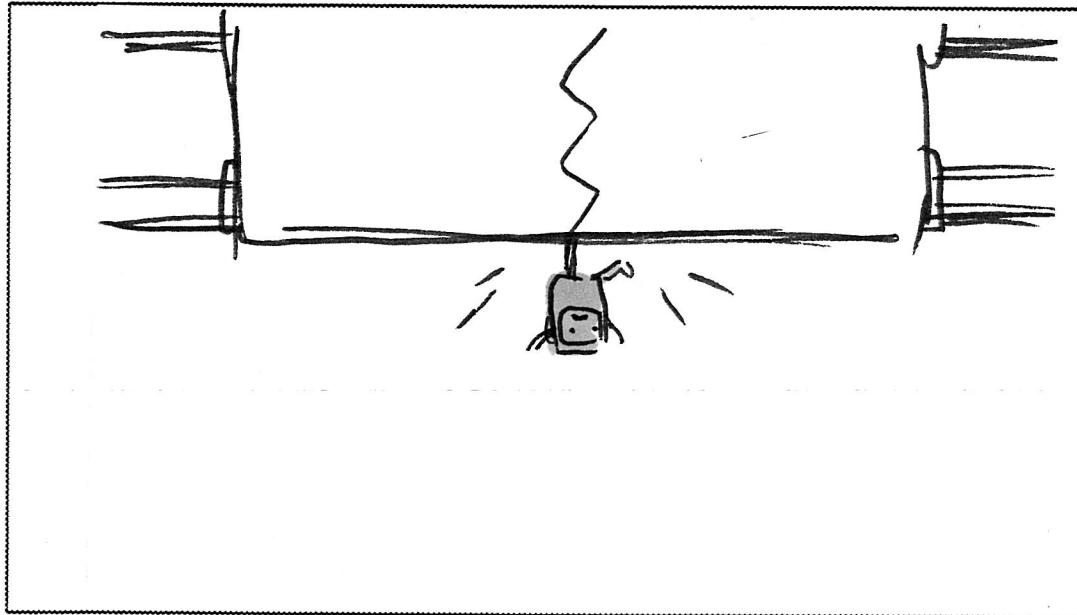
Page 115

Sc. 99

Pnl. C

Bg.

day night

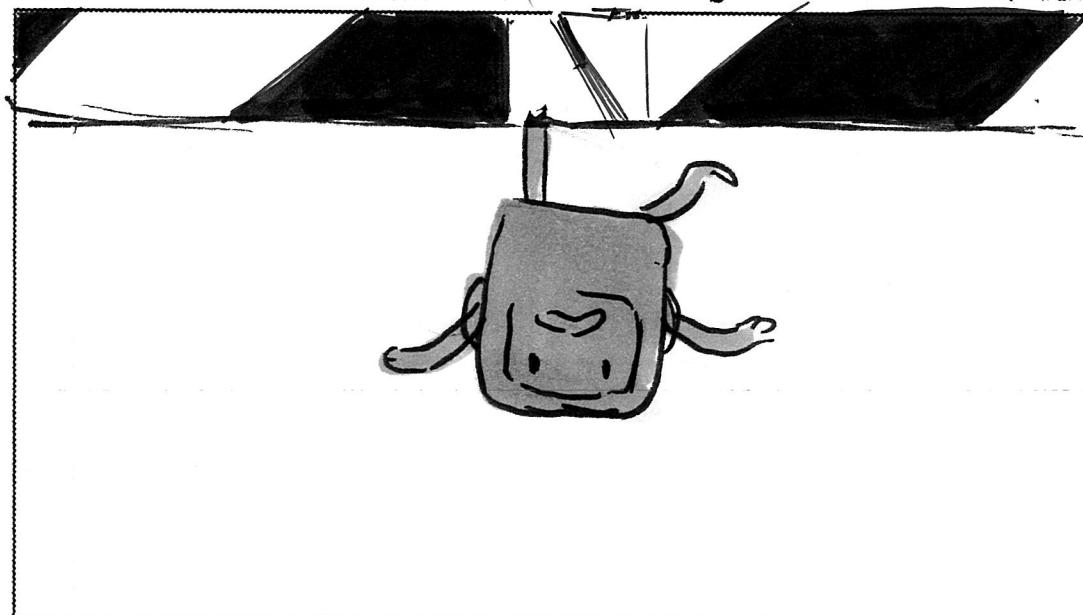


Sc. 100

Pnl. A

Bg.

day night



Dialog:

Action: - Final marker catches BMO's foot.

Timing:

(BMO) \* panting -  
catching  
breath \*

Production :

EPISODE # 1034-224

Page

# ADVENTURE TIME



116

Page \_\_\_\_\_

day night

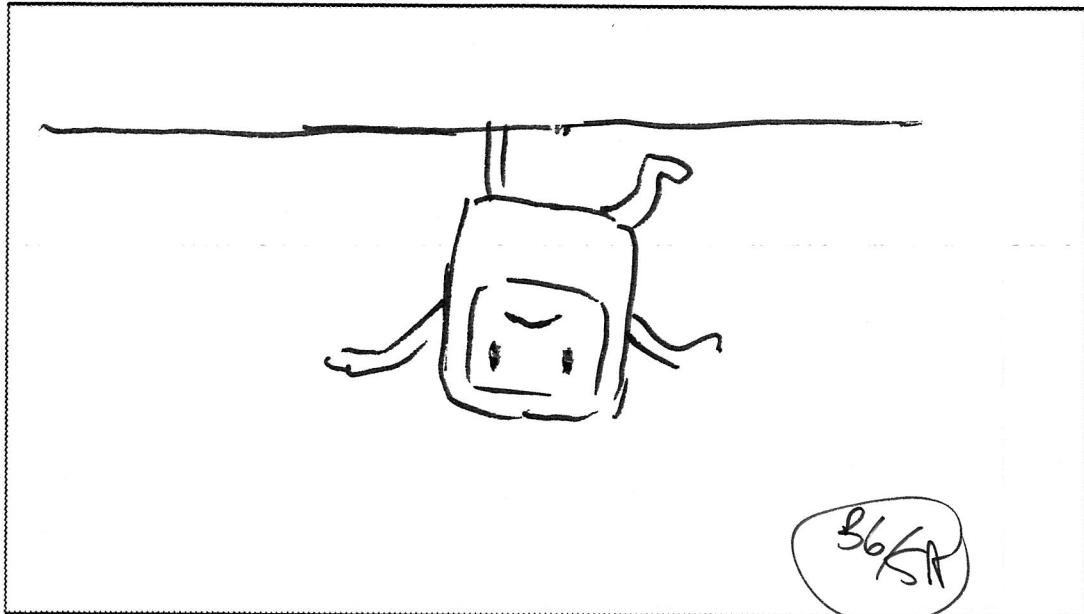
Sc. 100

Pnl.

B

Bg.

day night



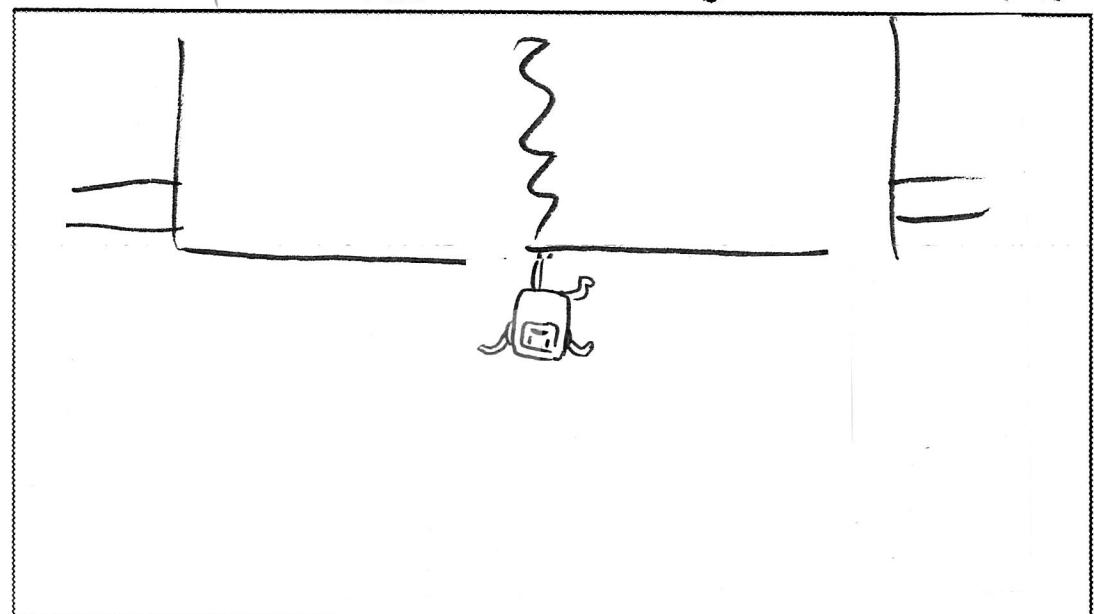
Sc. 101

Pnl.

A

day

night



Dialog:

- BEAT -

(BMO) Hello?

Action:

Timing:

Production :

EPISODE # 1034-224

# ADVENTURE TIME



Page 117

Sc.

161

Pnl.

B

Bg.

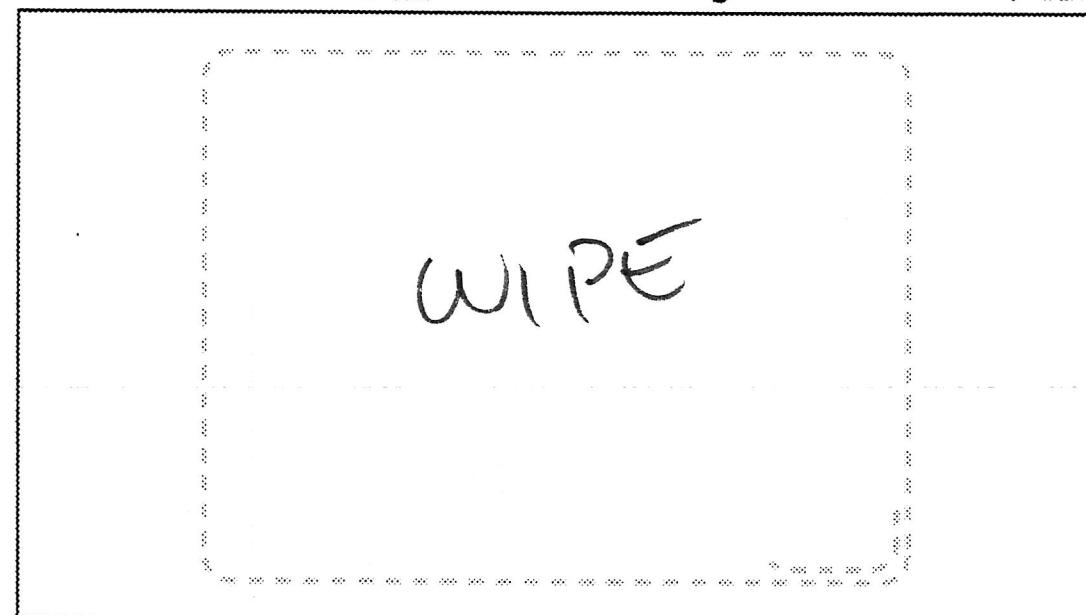
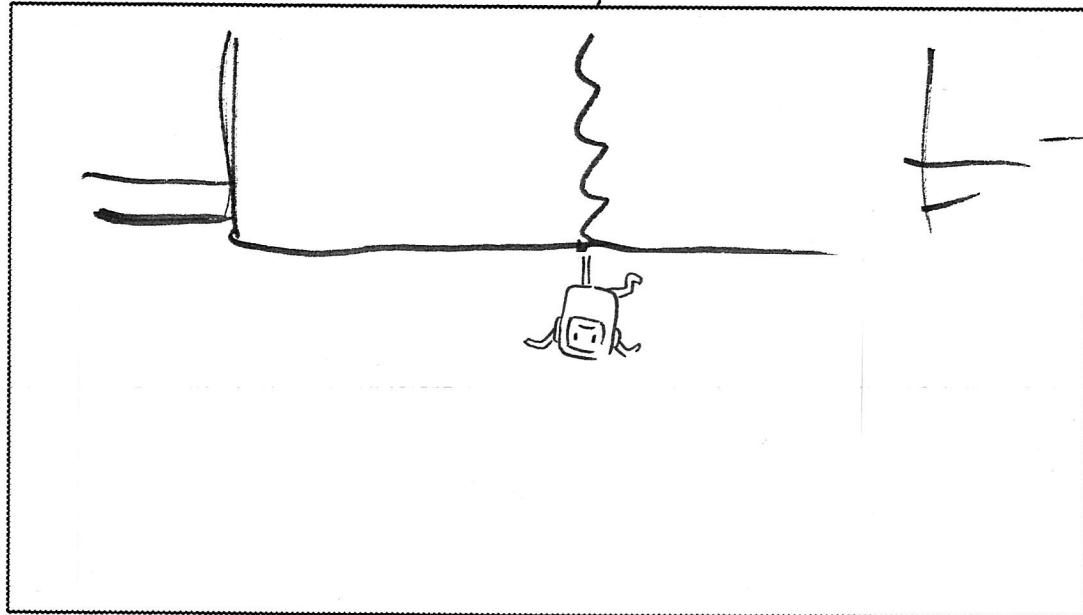
day night

Sc.

Pnl.

Bg.

day night



Dialog:

-BEAT- . . .

Action:

Timing:

Production :

1034-224

EPISODE #

# ADVENTURE TIME



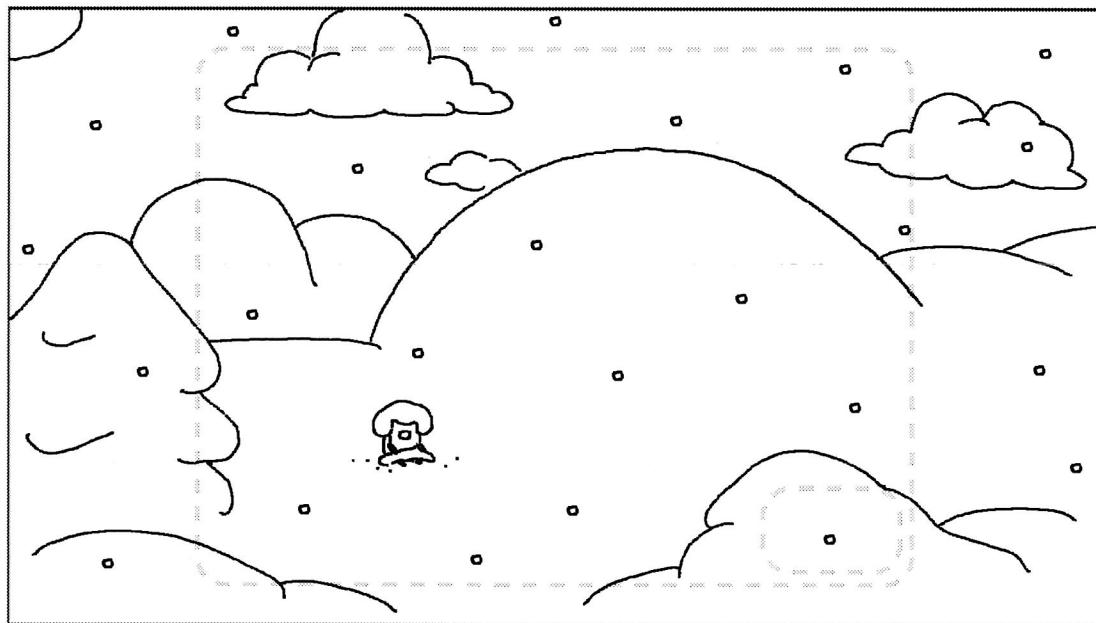
118  
Page \_\_\_\_\_

Sc. 10<sup>2</sup>

Pnl. A

Bg.

day night

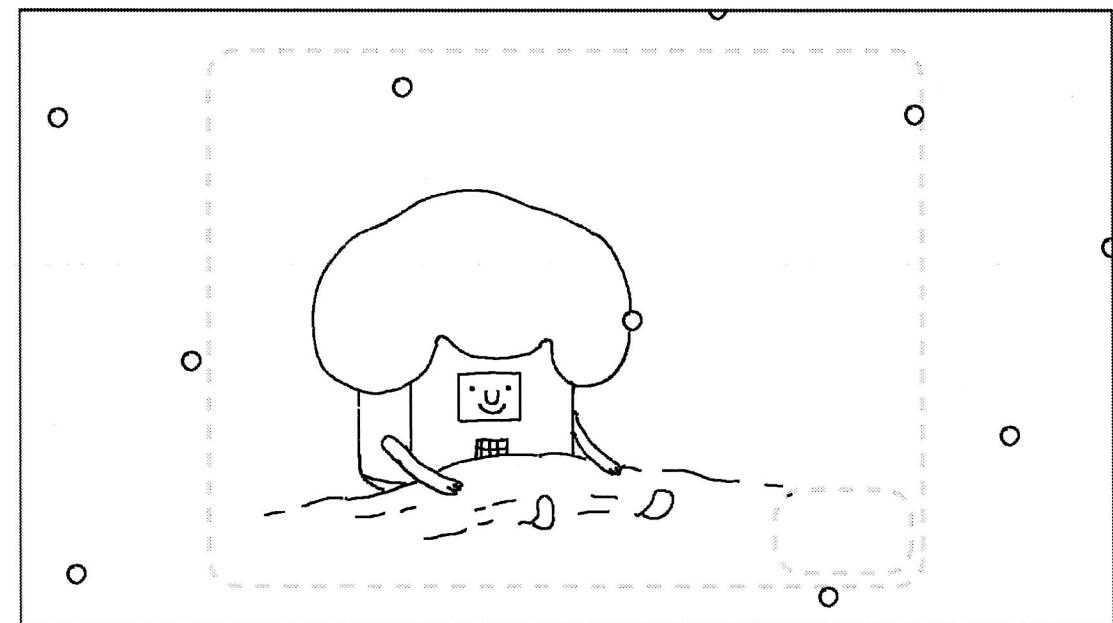


Sc. 10<sup>3</sup>

Pnl. A

Bg.

day night

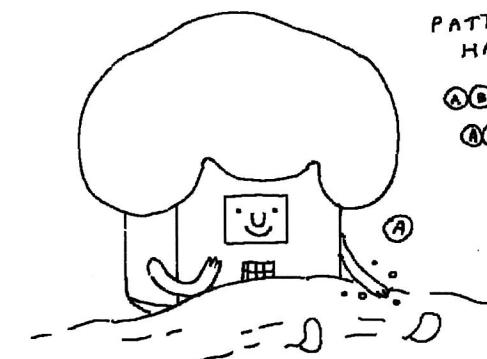


Dialog:

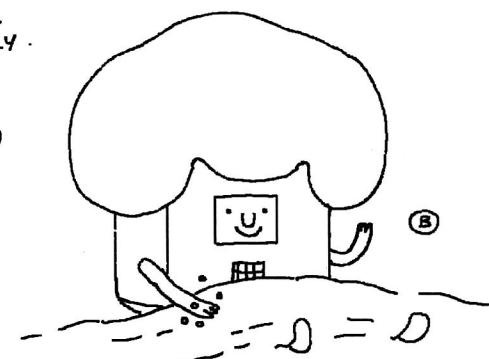


Action:

Timing:



PATTIN'  
HAPPILY.  
A B A B  
A B A B



Production :

EPISODE # 1034-224

# ADVENTURE TIME



Page 119

Sc. 103

Pnl. B

Bg.

day night

Sc. 103

Pnl. C

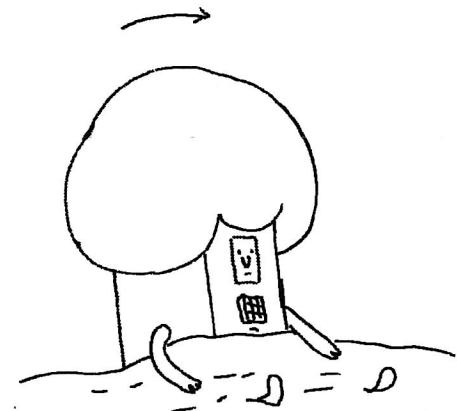
Bg.

day night

(BG  
SA)



(BG  
SA)



Dialog:

(M) BOYS! LOOK AT THIS,  
THIS IS COOL, RIGHT?

(F+J) (OS)  
= LAUGHING =

Action:

Timing:

# ADVENTURE TIME



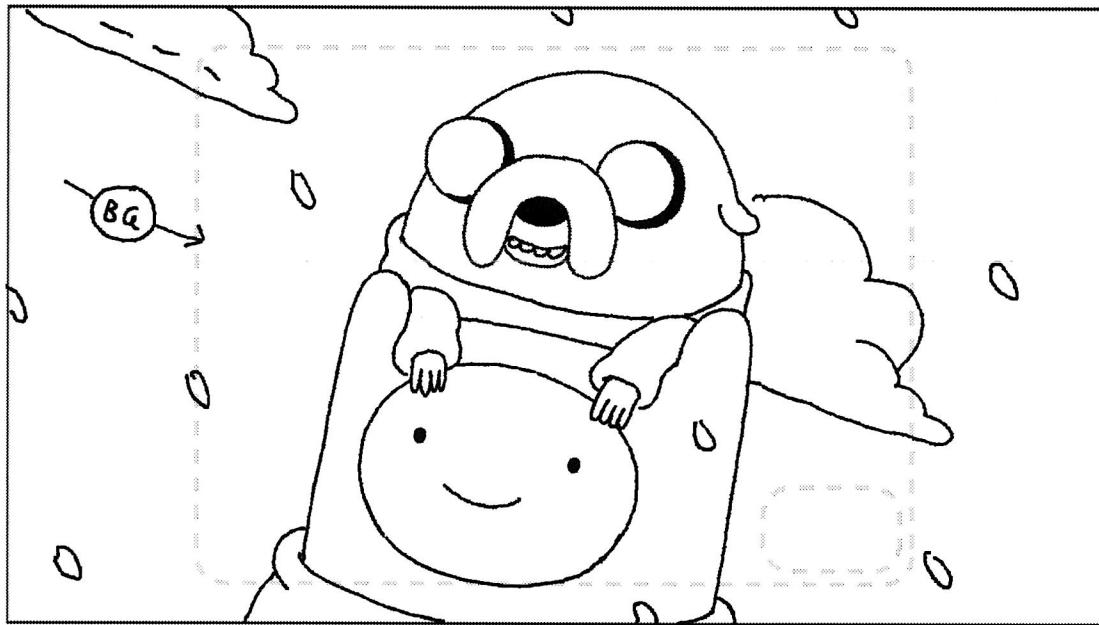
Page 120

Sc. 104

Pnl. A

Bg.

day night

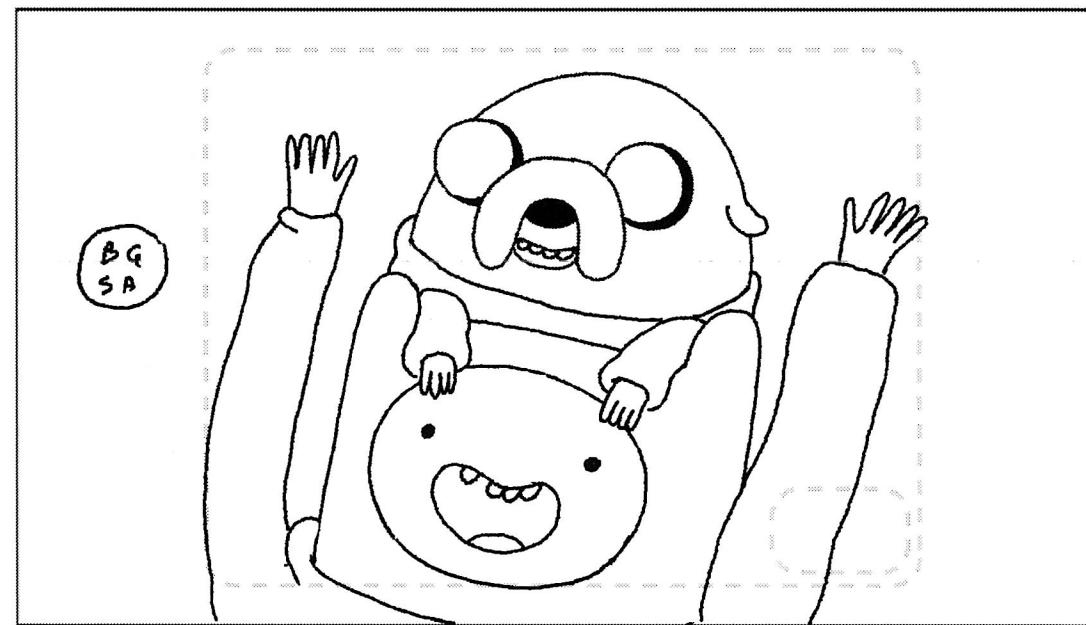


Sc. 104

Pnl. B

Bg.

day night

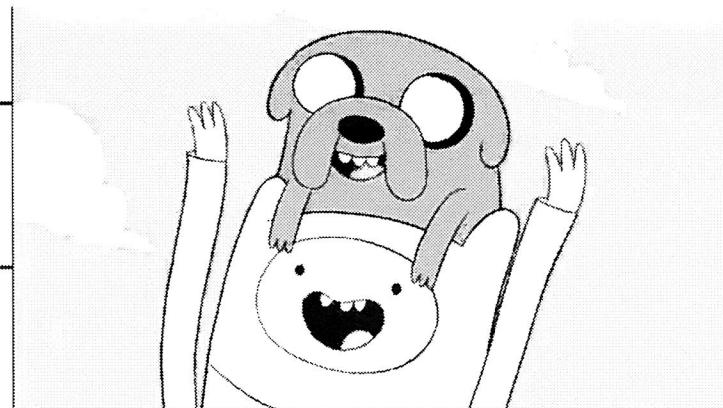
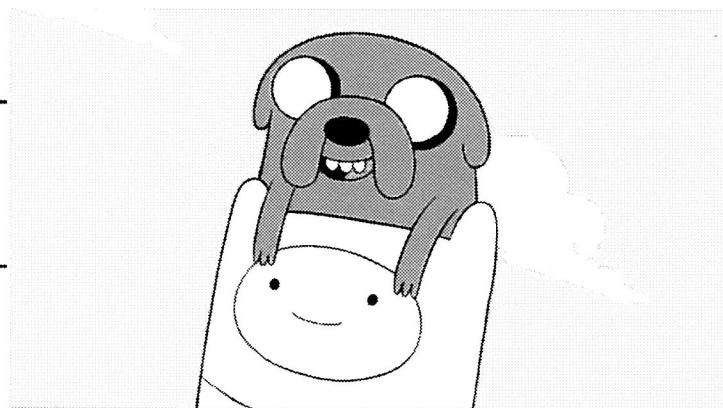


Dialog:

(F+J) :: LAUGHING ::

Action:  
JAKE'S  
EAR IS  
FLAPPING

Timing:



Production :

EPISODE #

1034-224

# ADVENTURE TIME



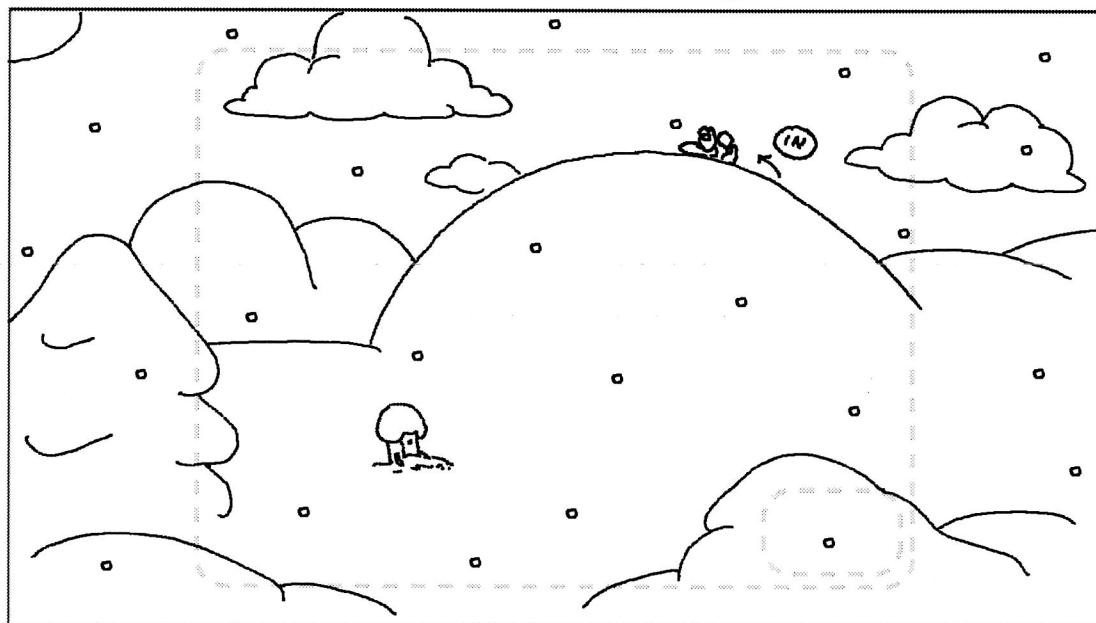
121  
Page \_\_\_\_\_

Sc. 105

Pnl. A

Bg.

day night

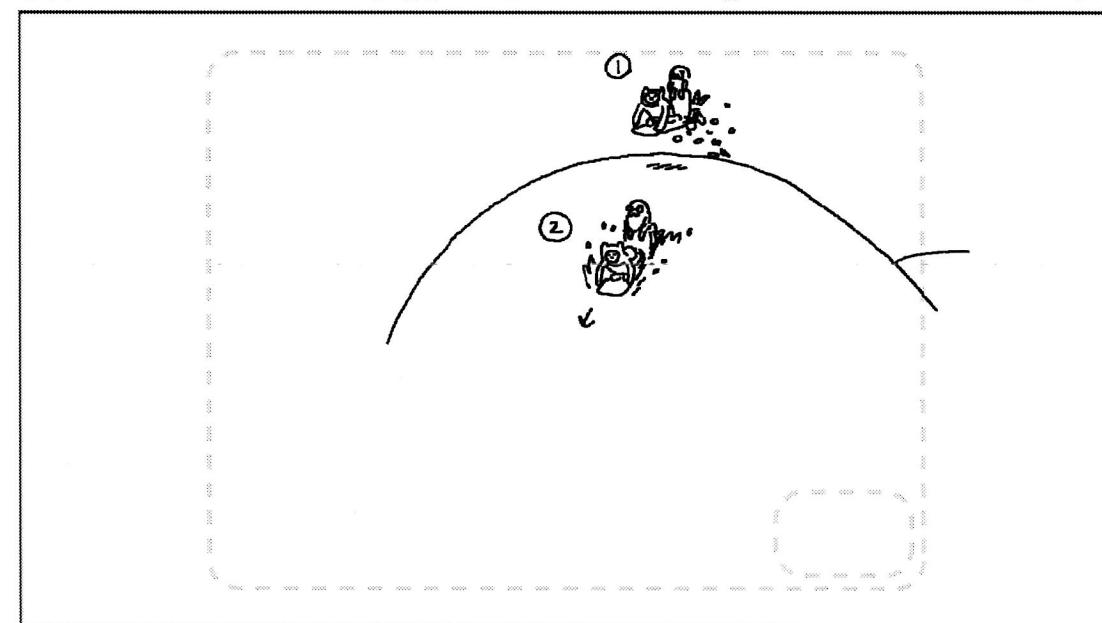


Sc. 105

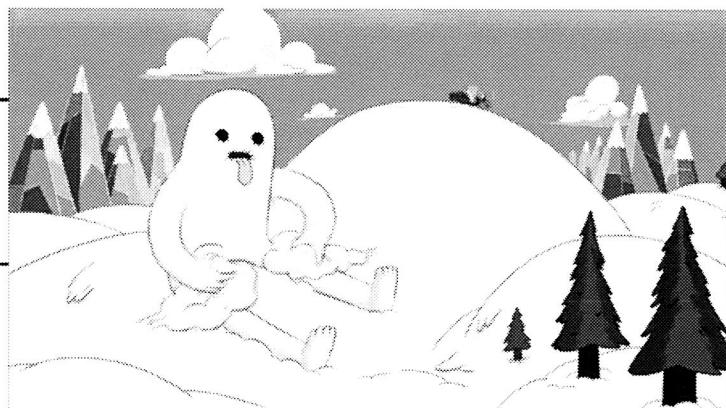
Pnl. B

Bg.

day night



Dialog:



Action:

(F+D) :: LAUGHING ::

Timing:

Production :

1034-224

EPISODE #

# ADVENTURE TIME



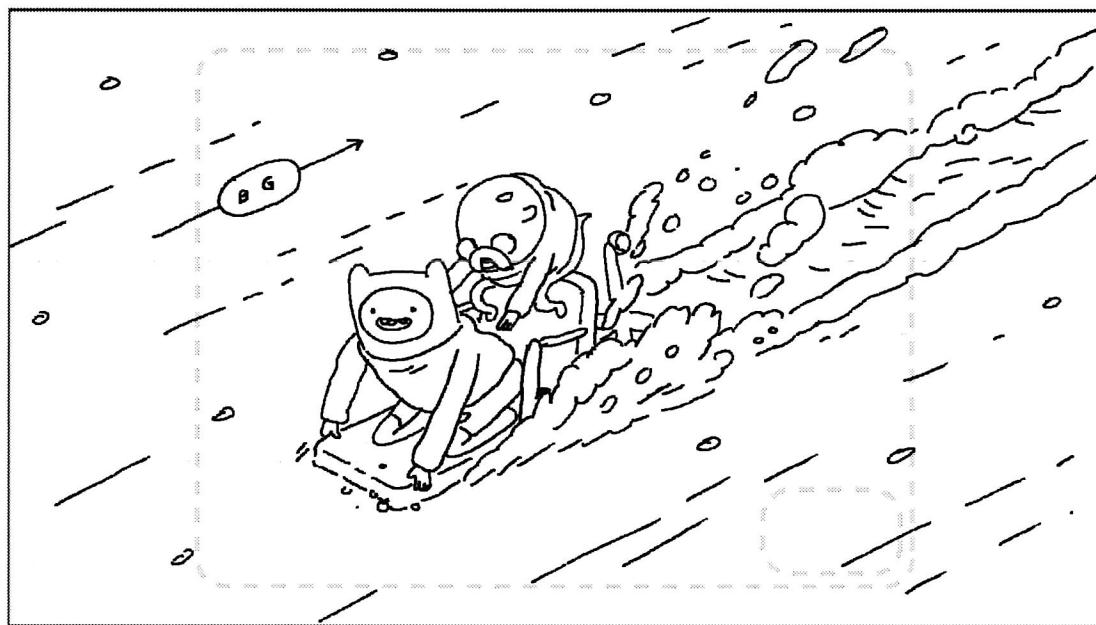
Page 122

Sc. 106

Pnl. A

Bg.

day night

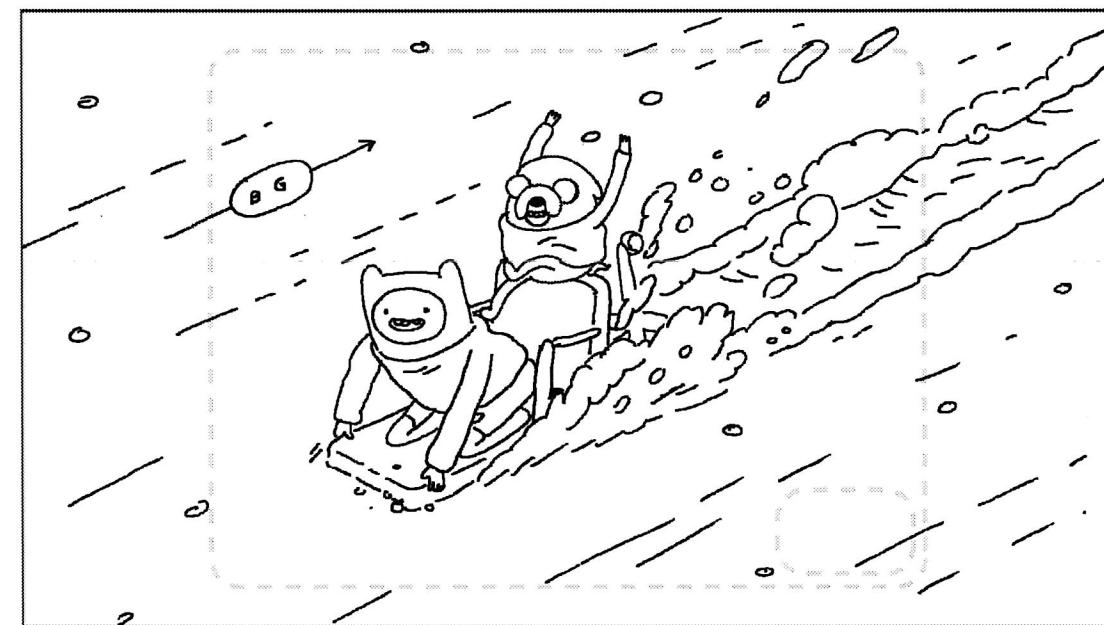


Sc. 106

Pnl. S

Bg.

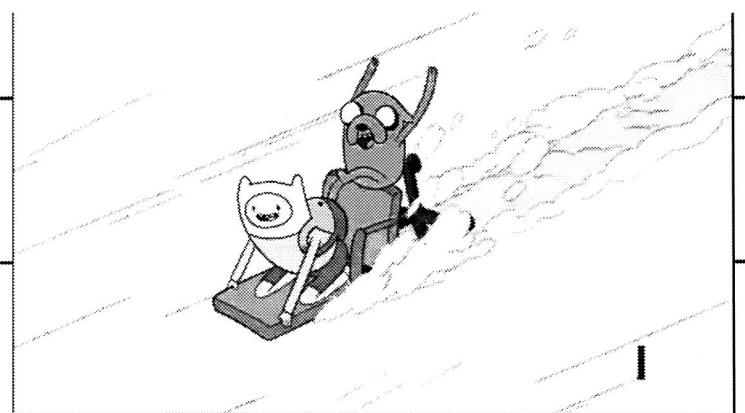
day night



Dialog:

F+U :: LAUGHING ::

Action:



Timing:

Production :

1034-224

EPISODE #

# ADVENTURE TIME



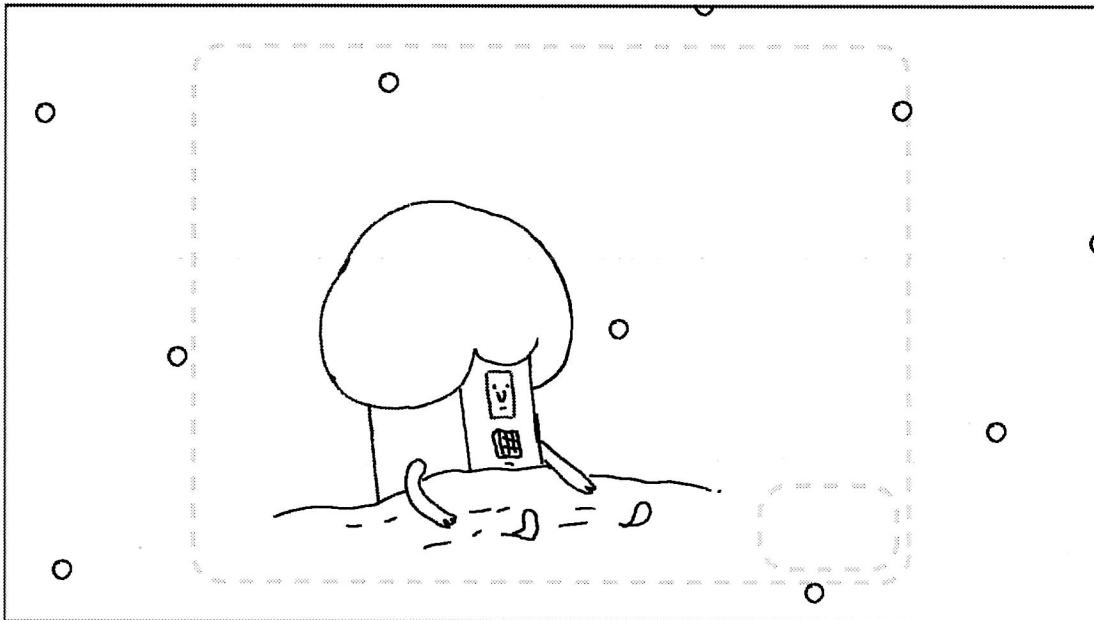
Page 123

Sc. 107

Pnl. A

Bg.

day night

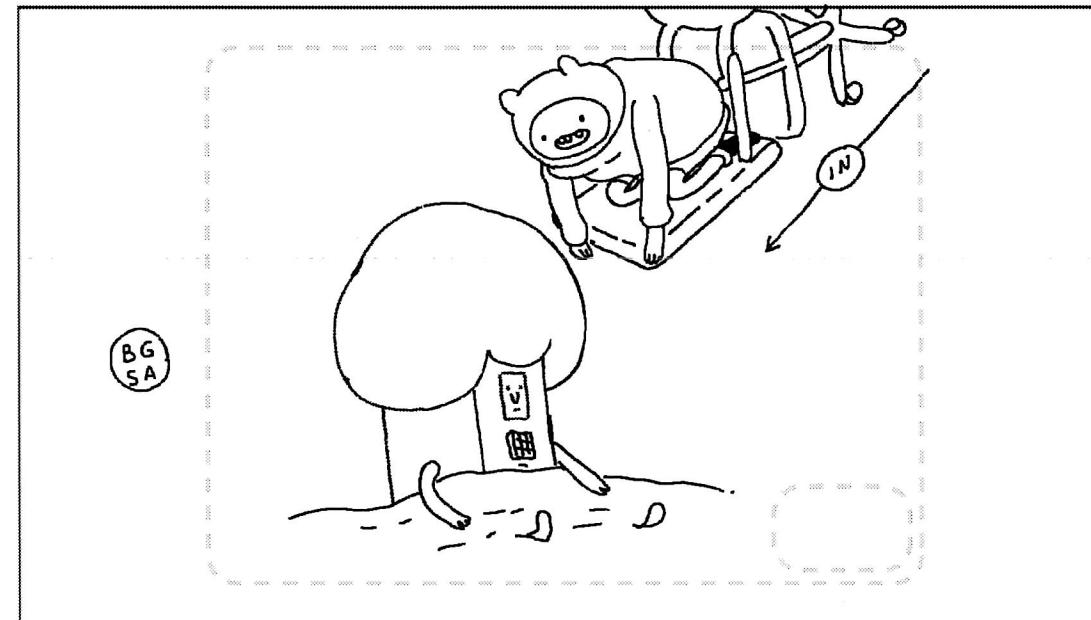


Sc. 107

Pnl. B

Bg.

day night



Dialog:

(M) H UH ?

(F+J) HA HA HA HA !

Action:

Timing:

Production :

1034-224

EPISODE #

# ADVENTURE TIME



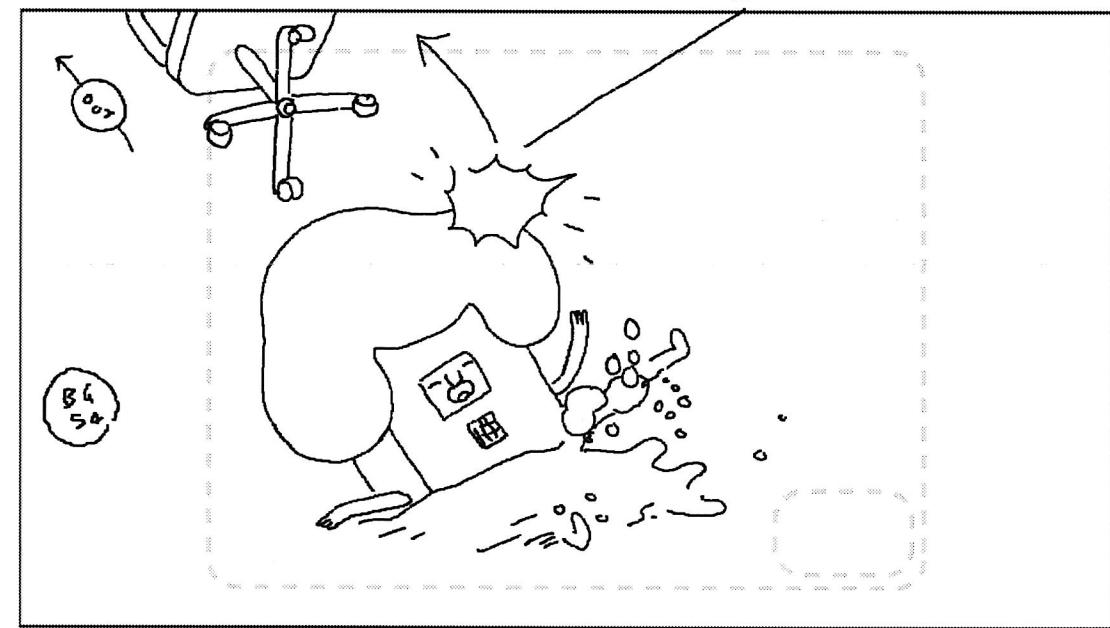
Page 124

Sc. 107

Pnl. C

Bg.

day night

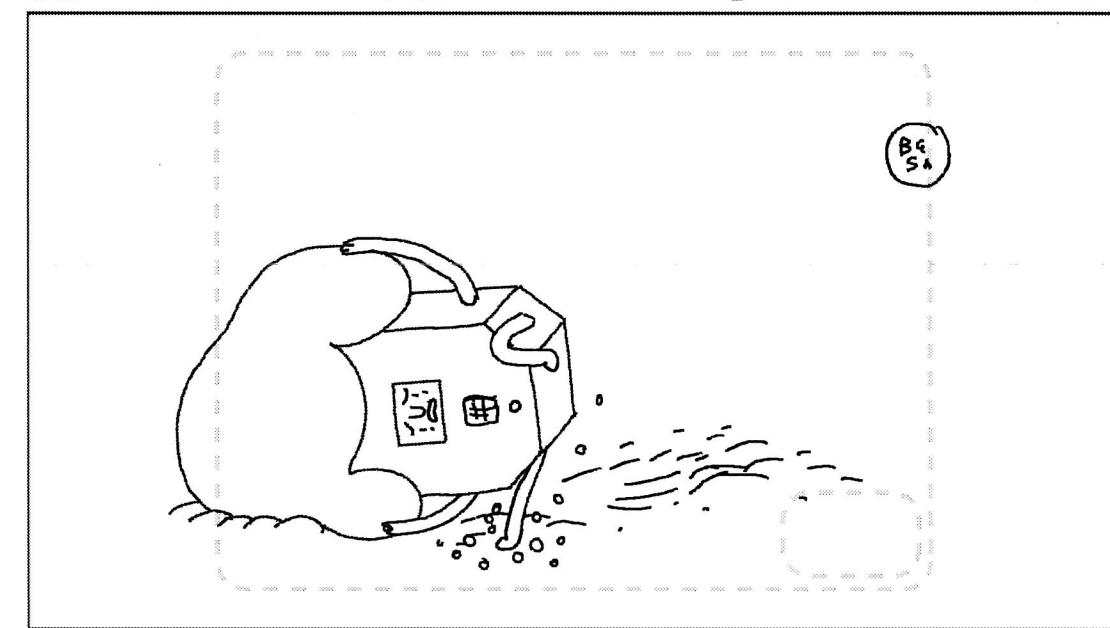


Sc. 107

Pnl. D

Bg.

day night



Dialog:

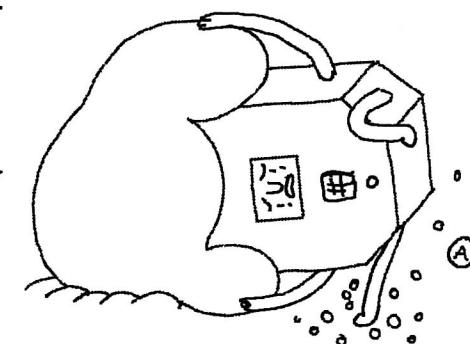
(SFX) = GONK =

(M) / OHH !!!

Action:

WHAT  
A HIT!

Timing:

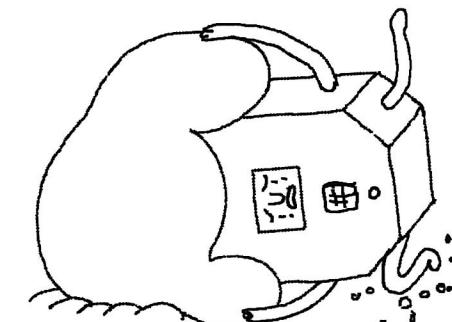


(M)

= SCREAMING AND SOBBING =



THRASHING



A B C A B C

Production :

EPISODE # 1034-224

# ADVENTURE TIME



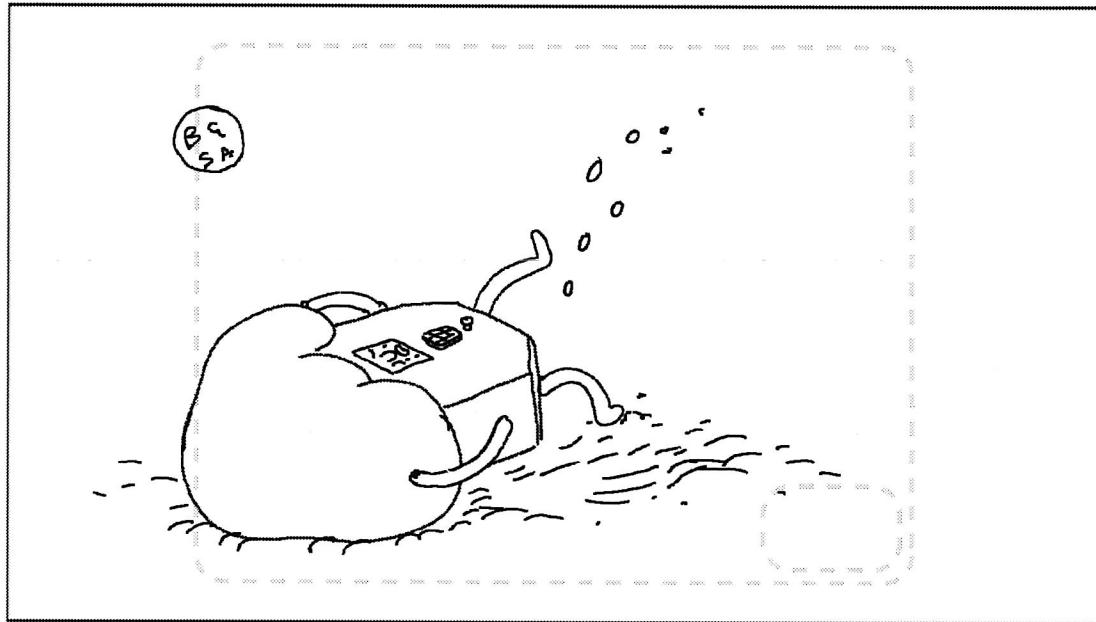
Page 125

Sc. 107

Pnl. E

Bg.

day night

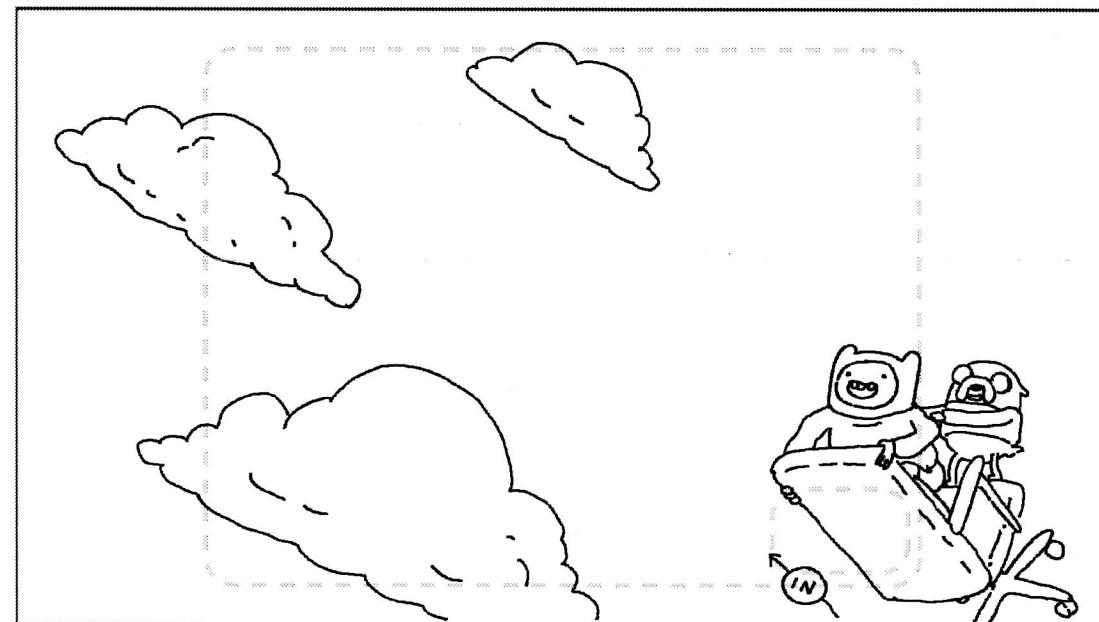


Sc. 108

Pnl. A

Bg.

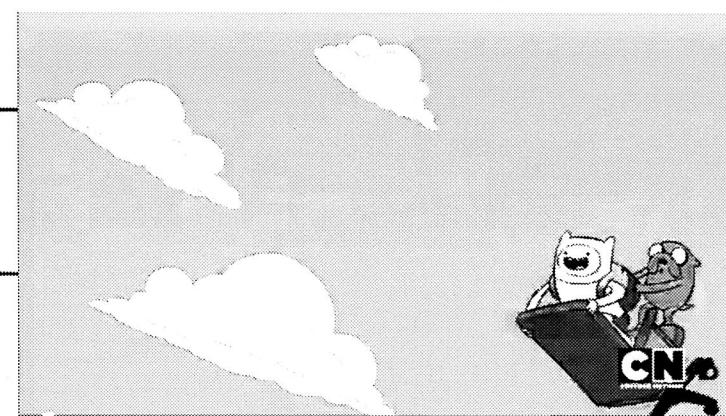
day night



Dialog:

(M)

= SCREAMING AND SOBBING =



Production :

1034-224

EPISODE #

# ADVENTURE TIME



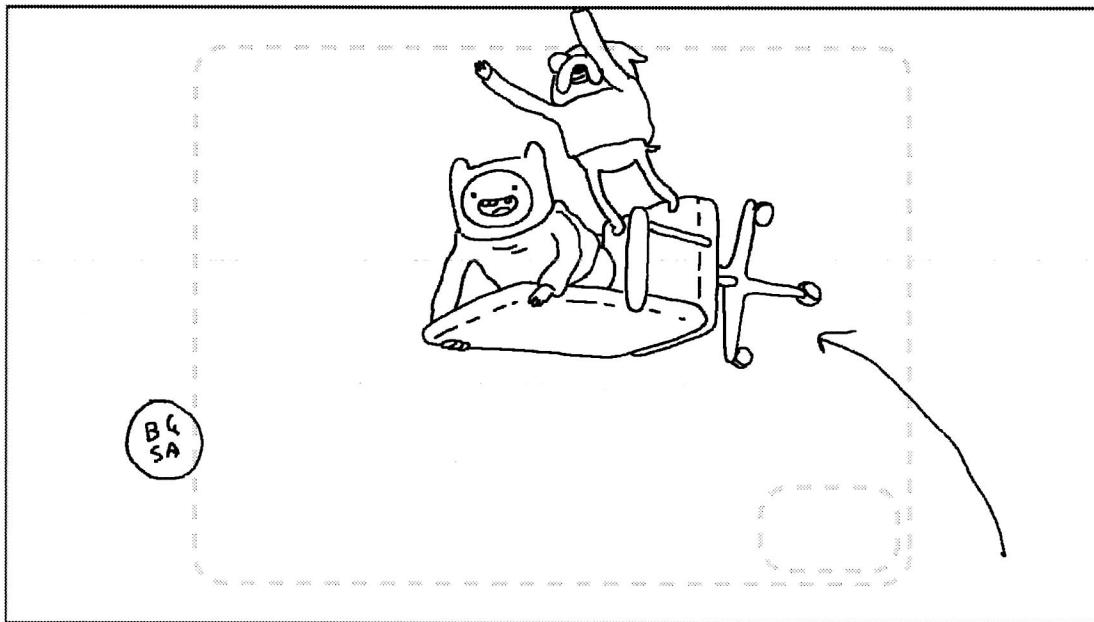
Page J 26

Sc. 108

Pnl. B

Bg.

day night

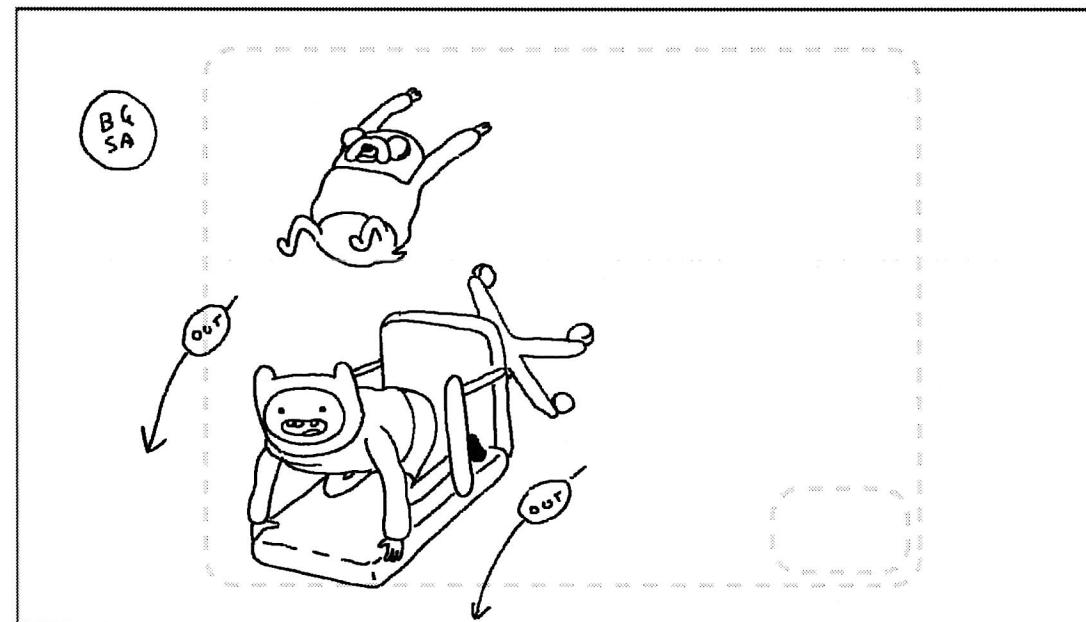


Sc. 108

Pnl. C

Bg.

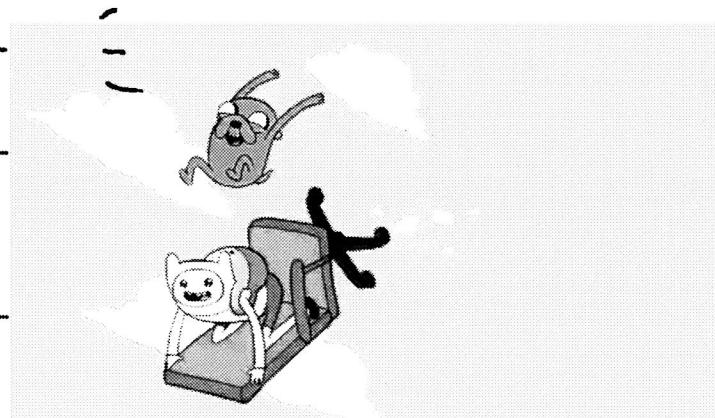
day night



Dialog:

(F → J) / = LAUGHING

Action:



Timing:

1034-224

EPISODE #

Production :

# ADVENTURE TIME



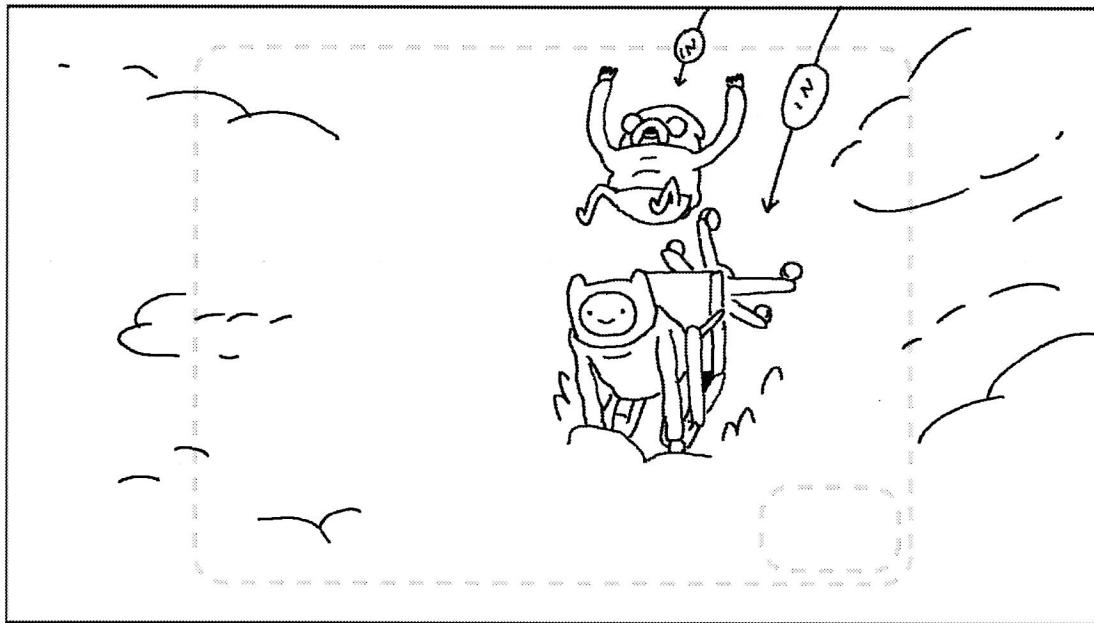
Page 127

Sc. 109

Pnl. A

Bg.

day night



Sc. 109

Pnl. B

Bg.

day night



Dialog:

(F+J) WHEEE ! HA HA

Action:

Timing:



1034-224

EPISODE #

Production :

# ADVENTURE TIME



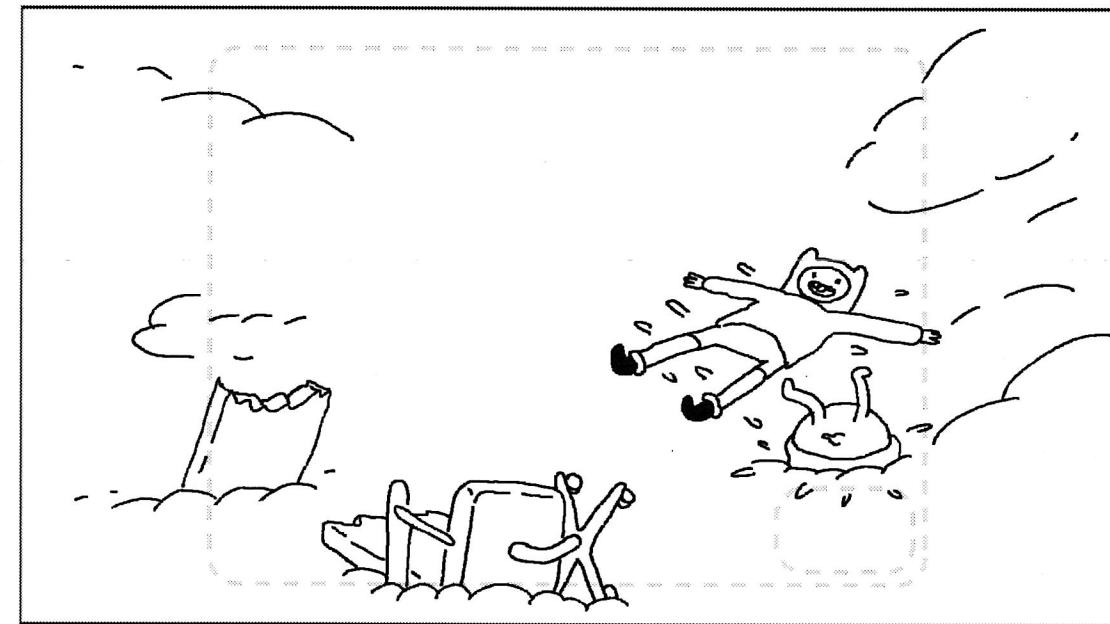
Page 128

Sc. 109

Pnl. C

Bg.

day night

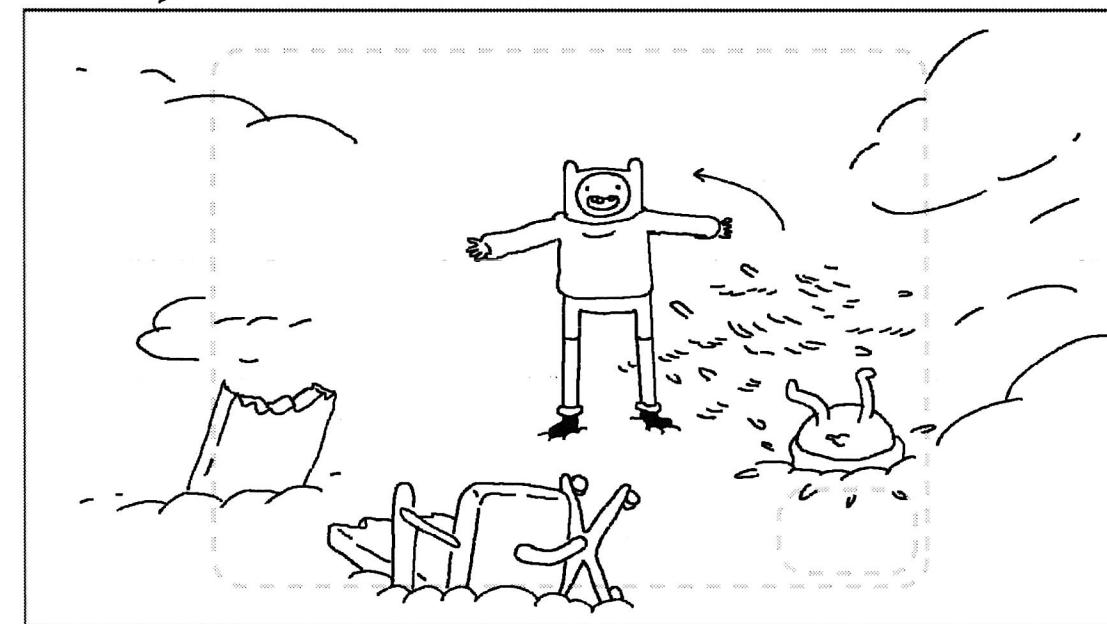


Sc. 109

Pnl. D

Bg.

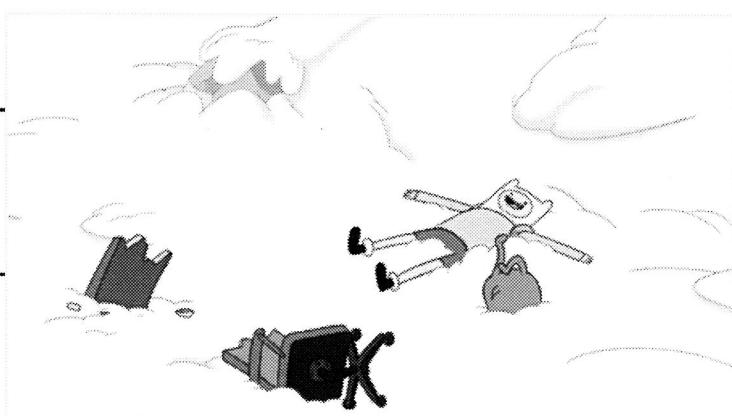
day night



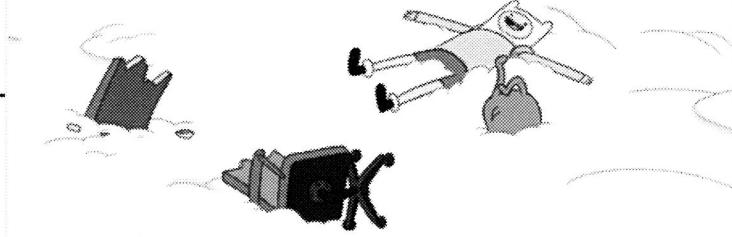
Dialog:

(F) HAHA! CLASSIC!

Action:



Timing:



Production :

1034-224

EPISODE #

# ADVENTURE TIME



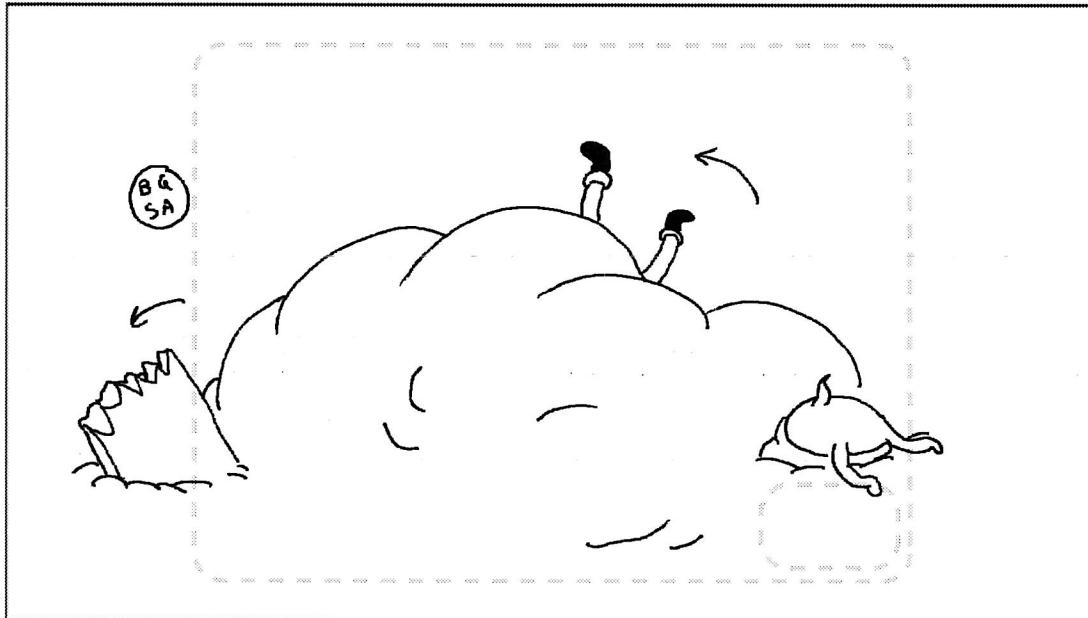
Page 129

Sc. 109

Pnl. E

Bg.

day night



Sc. 109

Pnl. F

Bg.

day night



Dialog:

(J) YEAH!

Action:

Timing:

# ADVENTURE TIME



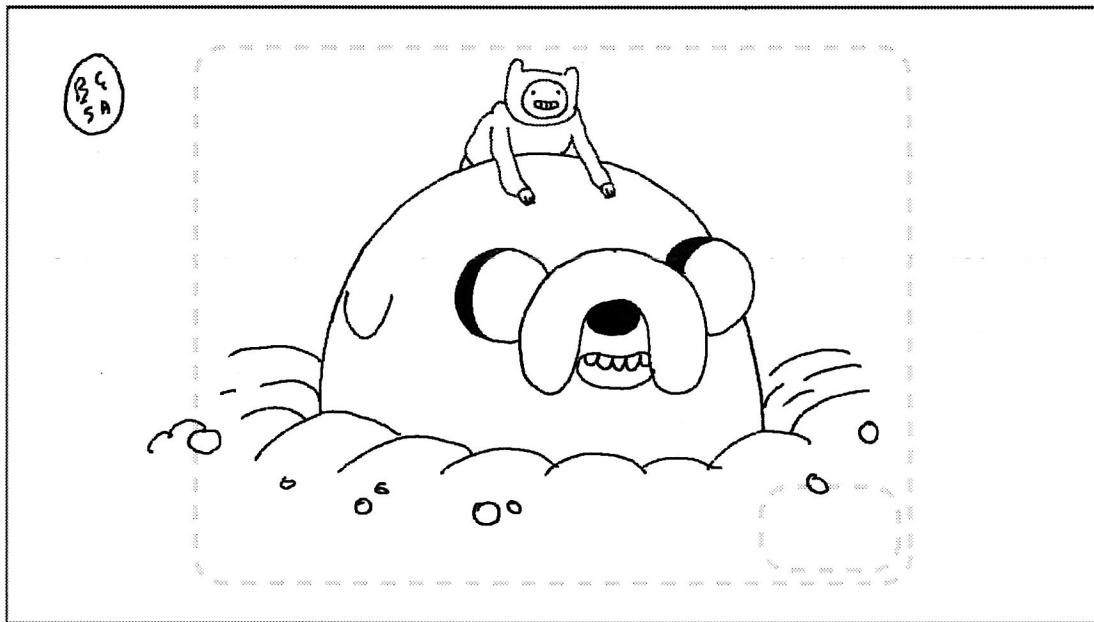
Page 130

Sc. 109

Pnl. G

Bg.

day night

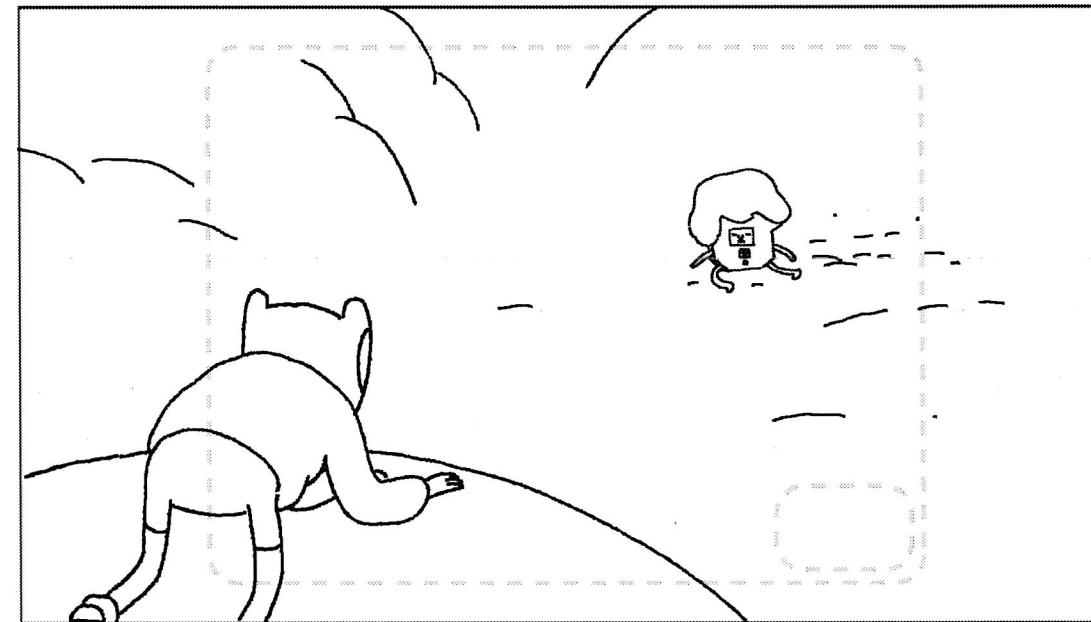


Sc. 110

Pnl. A

Bg.

day night



Dialog:

(J) DID YOU SEE WHAT  
WE DID, MOE!?

(M) THIS IS HORSE PLAY!  
STOP IT!

Action:

Timing:

SOBBING

Production :

1034-224

EPISODE #

# ADVENTURE TIME



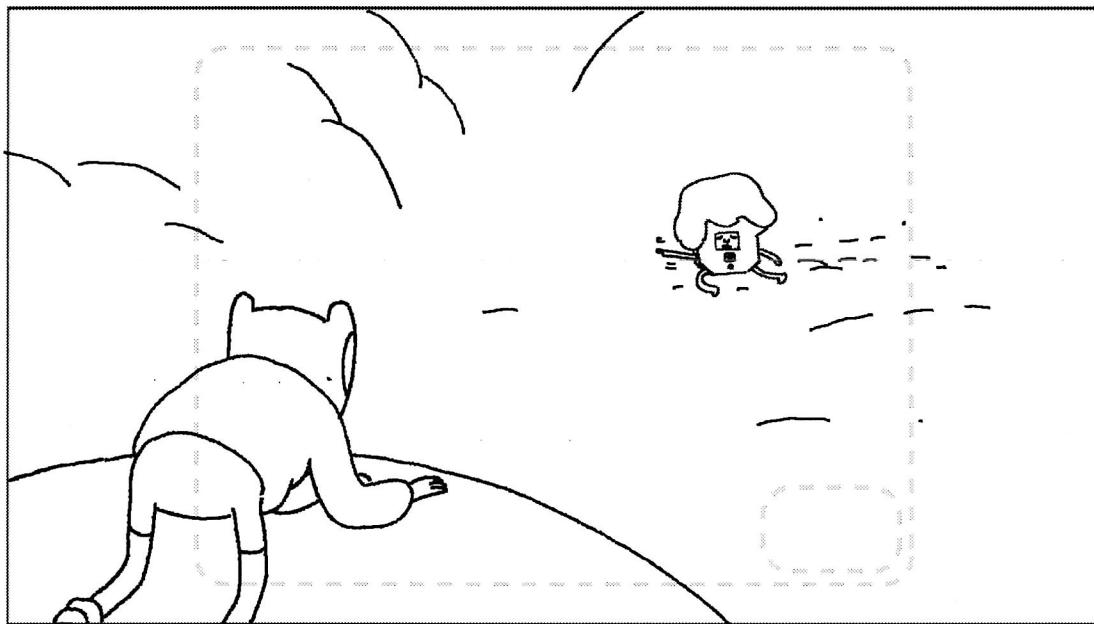
Page 131

Sc. 110

Pnl. B

Bg.

day night

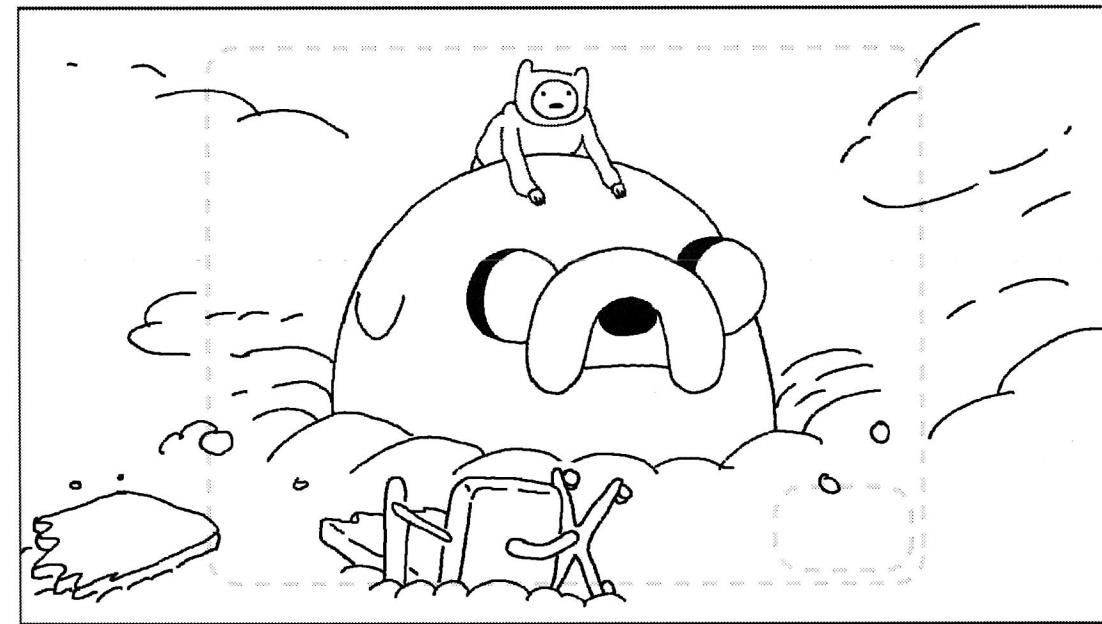


Sc. 111

Pnl. C

Bg.

day night



Dialog:

(M) WE NEED TO GO INSIDE AND  
DO WHAT I WANT TO DO!

(F) OH . . . IF YOU WANT.

Action:

POINTING ARM SHAKING

Timing:

# ADVENTURE TIME



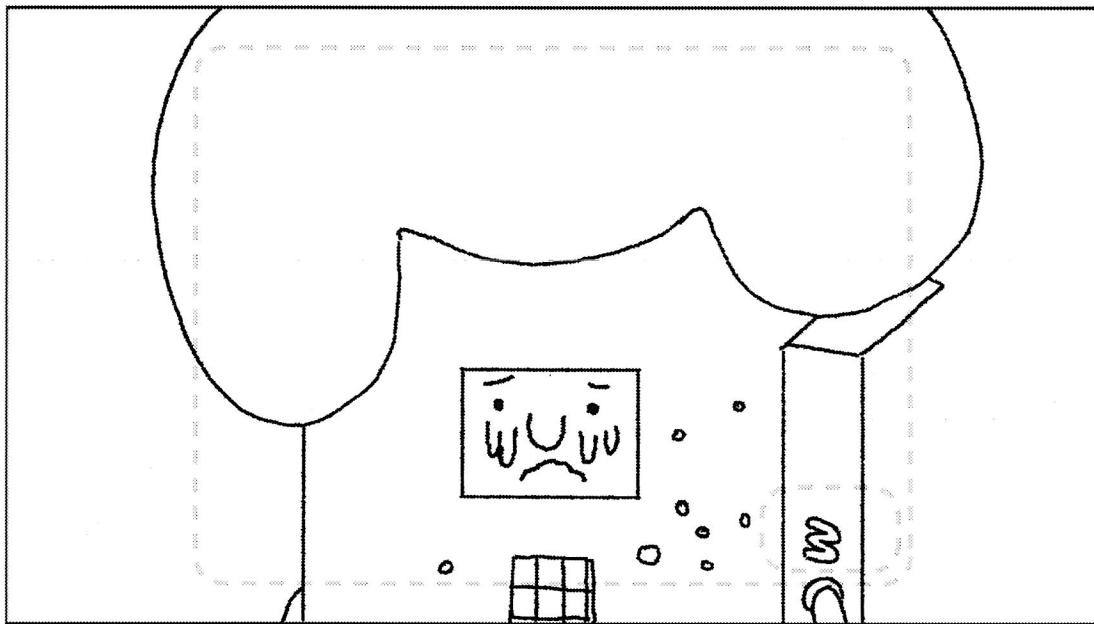
Page 132

Sc. 112

Pnl. A

Bg.

day night

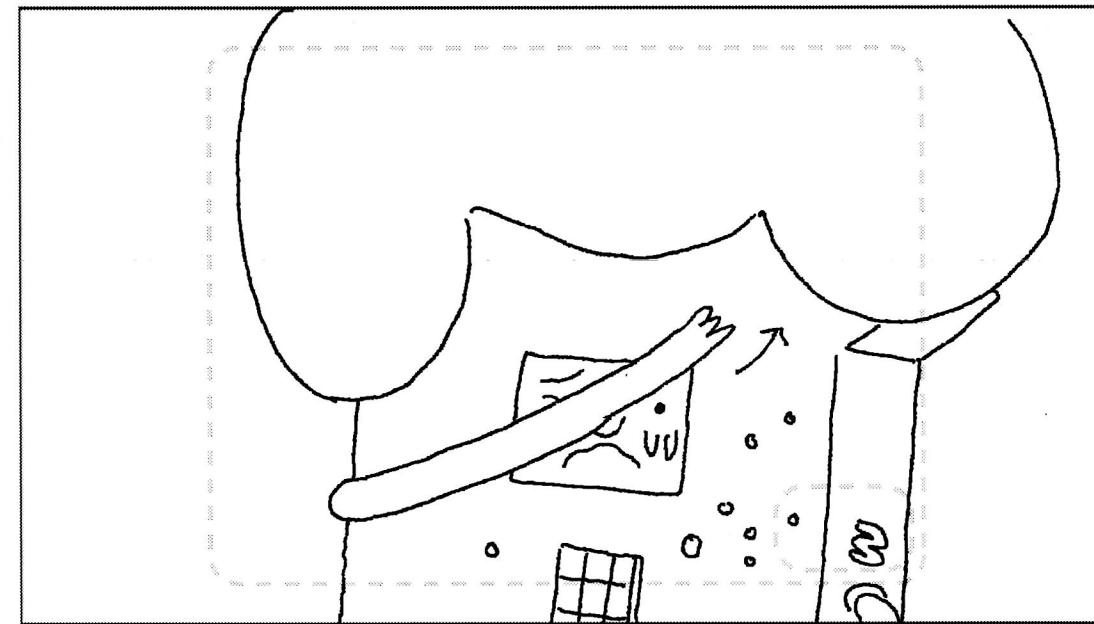


Sc. 112

Pnl. B

Bg.

day night



Dialog:

(M) = WHIMPER =

Action:

WIPES EYE

Timing:

Production :

1034-224  
EPISODE #

# ADVENTURE TIME



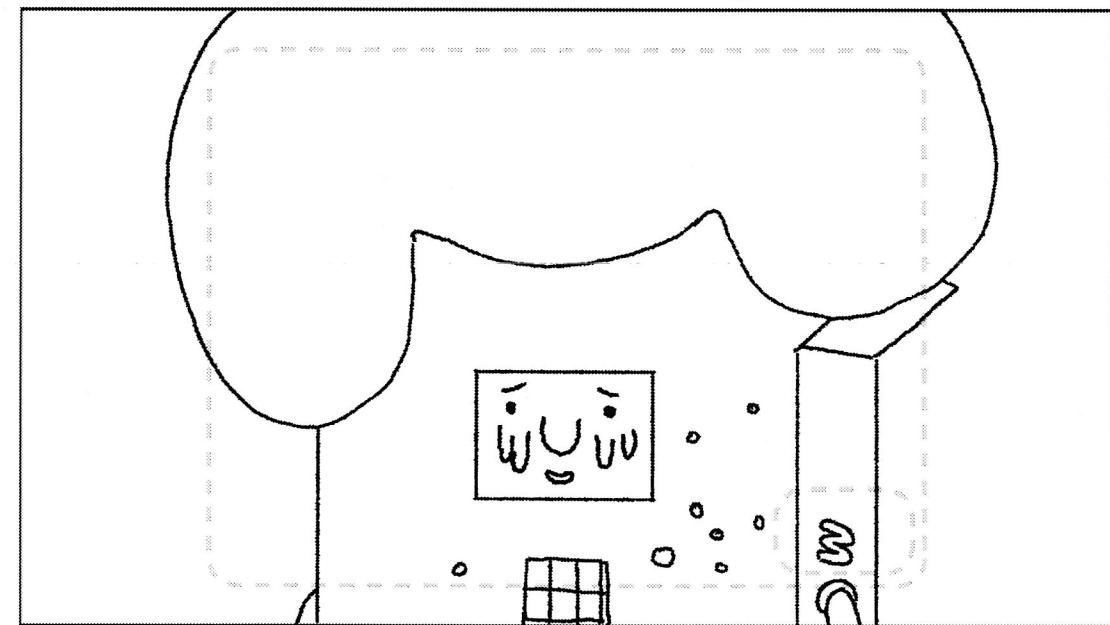
Page 133

Sc. 112

Pnl. C

Bg.

day night

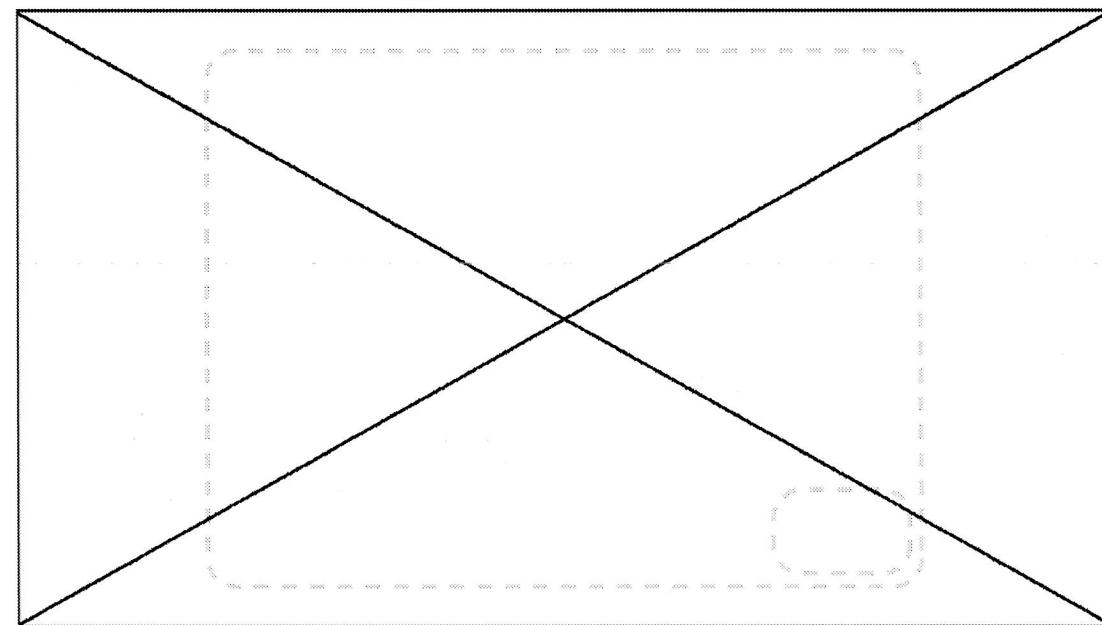


Sc.

Pnl.

Bg.

day night



Dialog:

(M) YEAH.

Action:

SMALL & WEAK,  
LIKE A  
WIDDLE BABY

Timing:

Production :

1034-224

EPISODE #

# ADVENTURE TIME



134

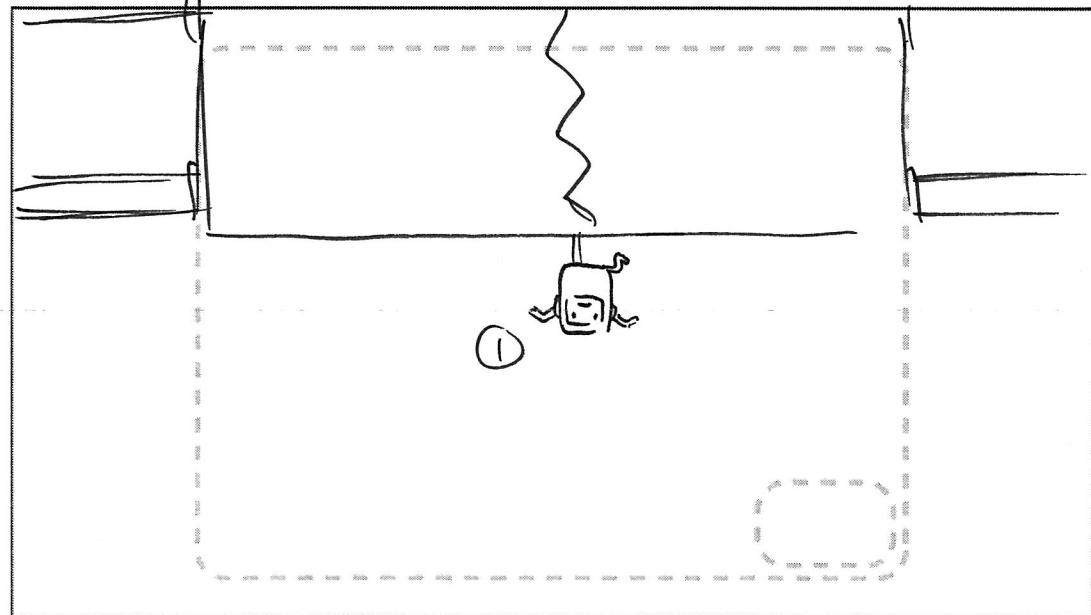
Page \_\_\_\_\_

Sc. 113

Pnl. A

Bg.

day night

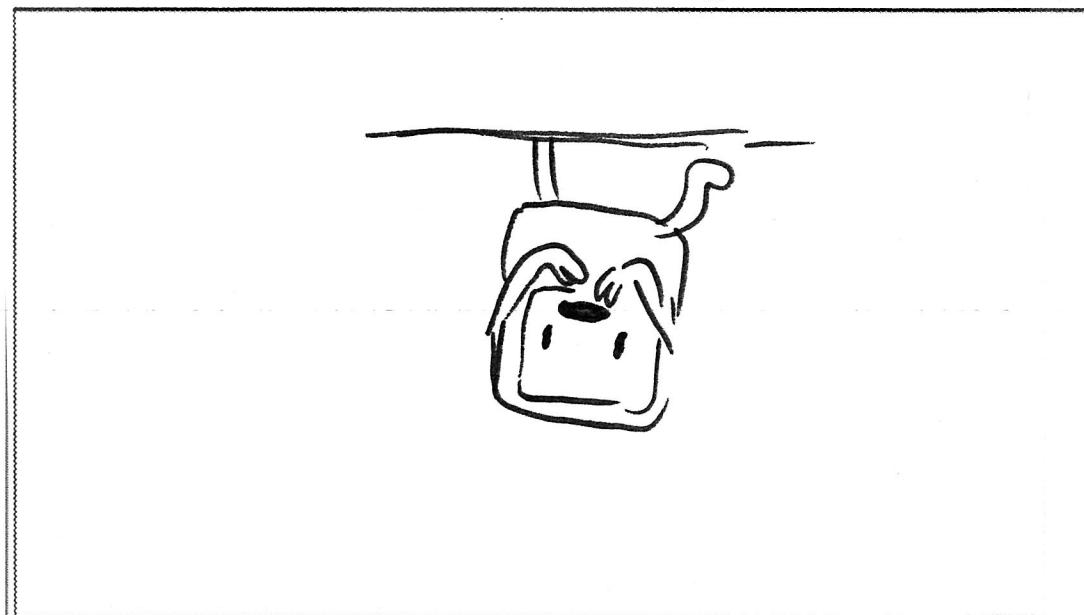


Sc. 114

Pnl. A

Bg.

day night



Dialog:

BMO (3) DMD!?  
(4) Hello?!

BMO: ... Anybody? ..

Action:



- BMO yells up  
shaft.

Timing:

EPISODE # 1034-224

Production :

# ADVENTURE TIME



Page 135

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Sc.

114

Pnl.

B

Bg.

day night

Sc.

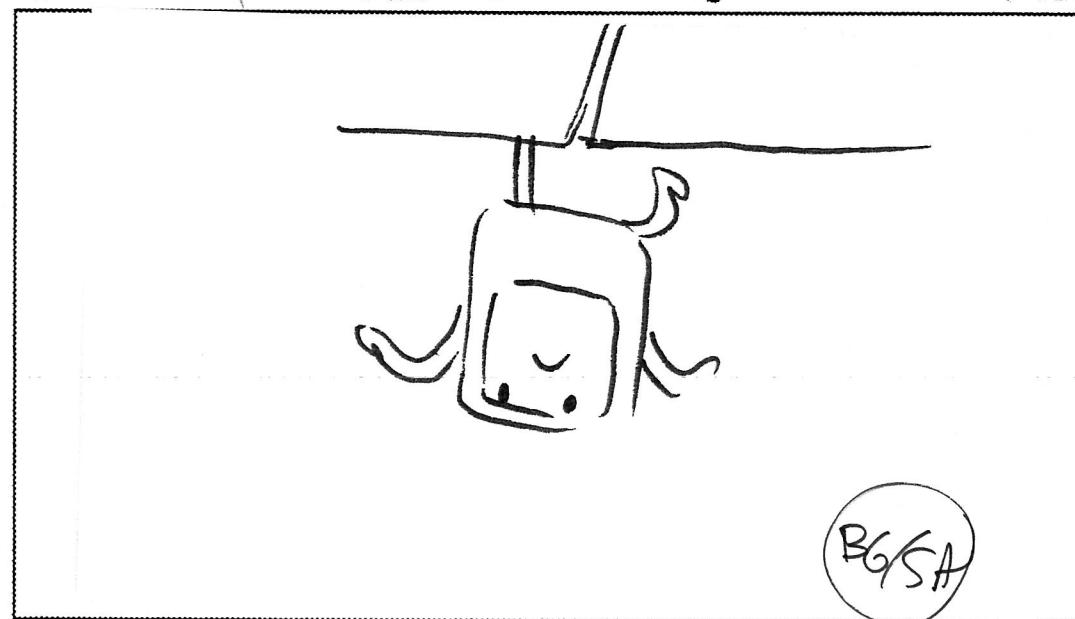
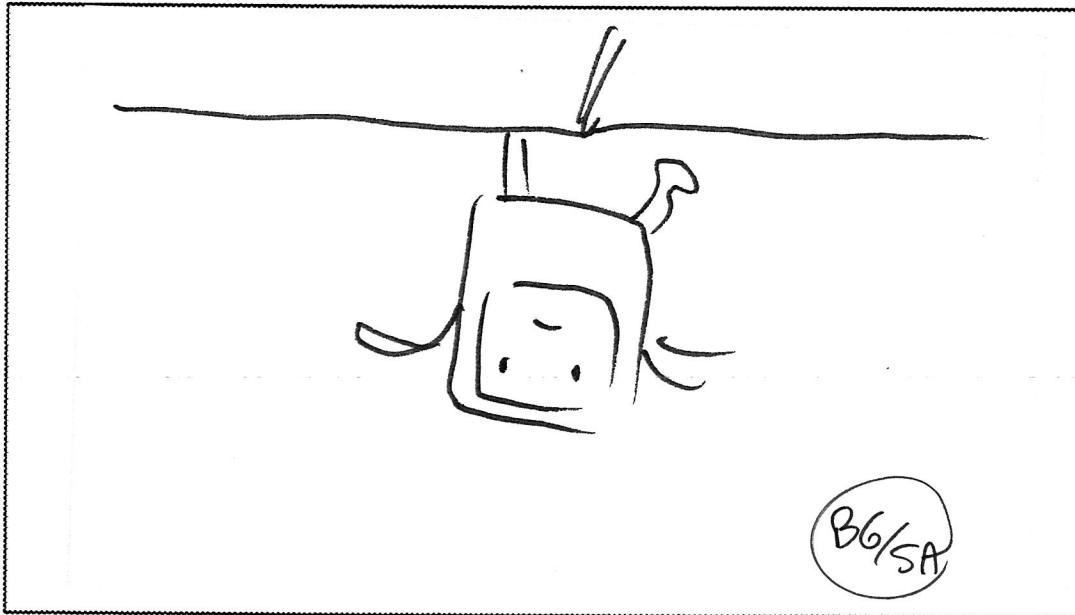
114

Pnl.

C

Bg.

day night



Dialog:

Action:

- BMO looks down shaft.

Timing:

Production :

EPISODE #

2

1034-224

# ADVENTURE TIME



136

Page \_\_\_\_\_

day night

Sc.

115

Pnl.

A

Bg.

day night

Sc.

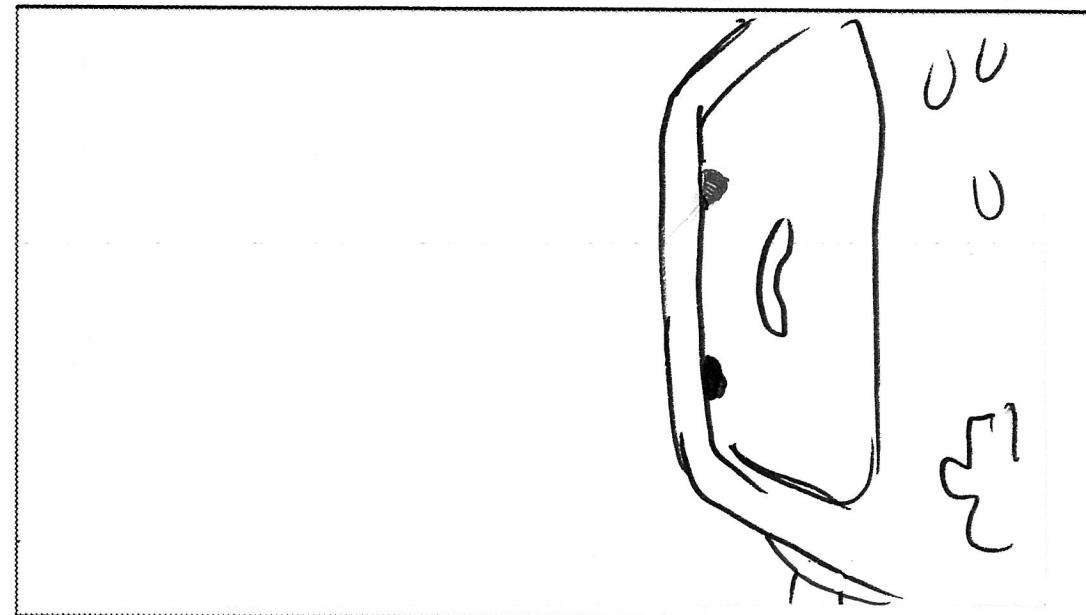
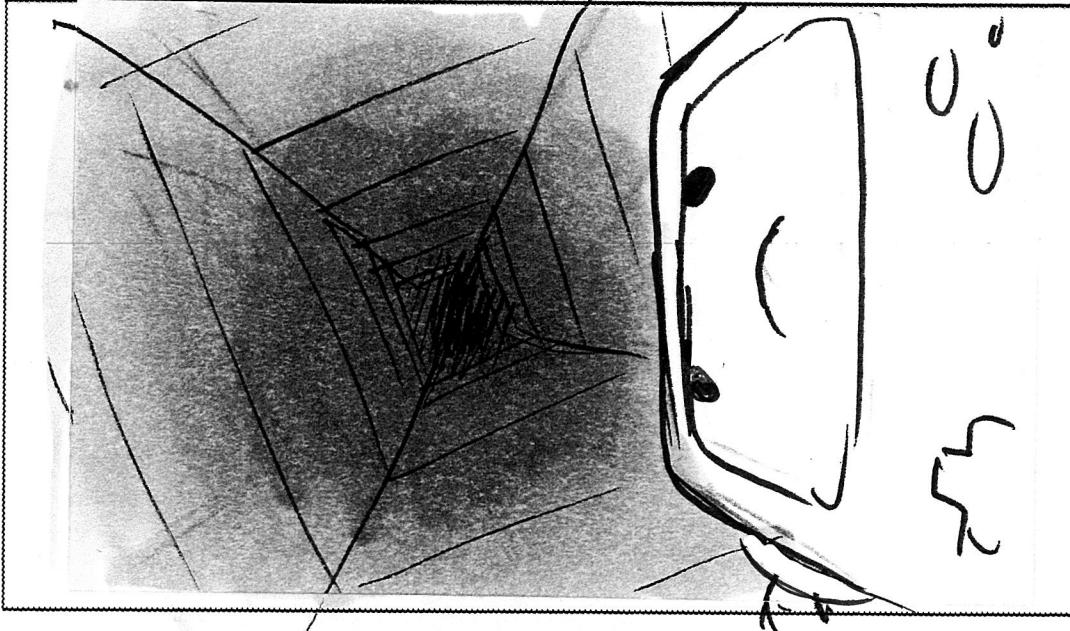
115

Pnl.

B

Bg.

day night



Dialog:

(BMO) The "X" door  
opened and I  
fell through...

Action:

Timing:

1034-224

EPISODE #

Production :

# ADVENTURE TIME



Sc. 115

Pnl. C

Bg.

day night

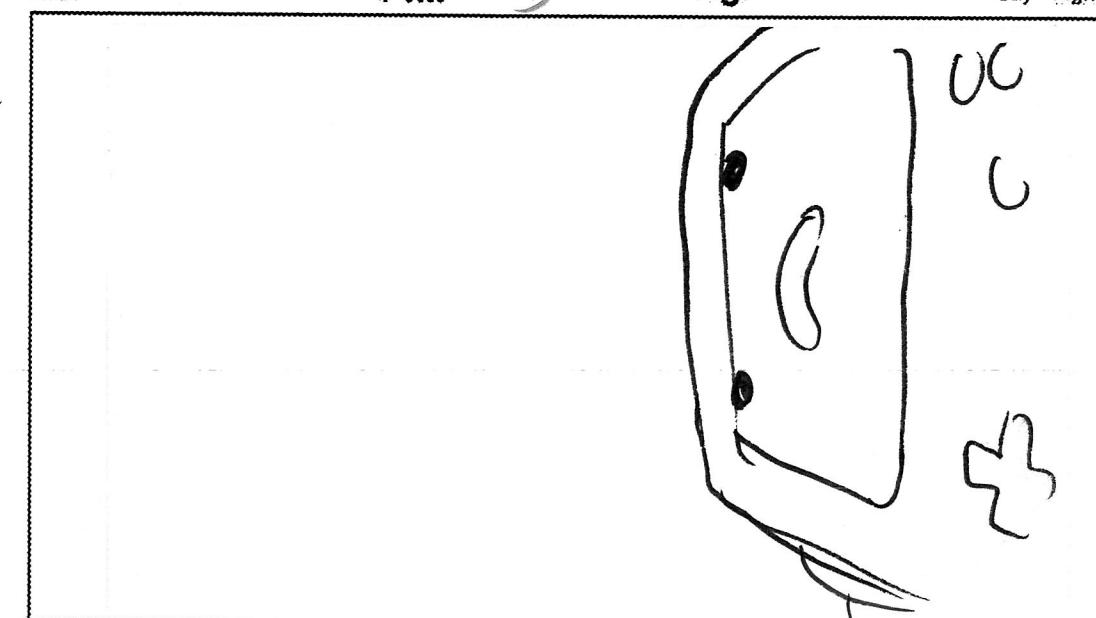
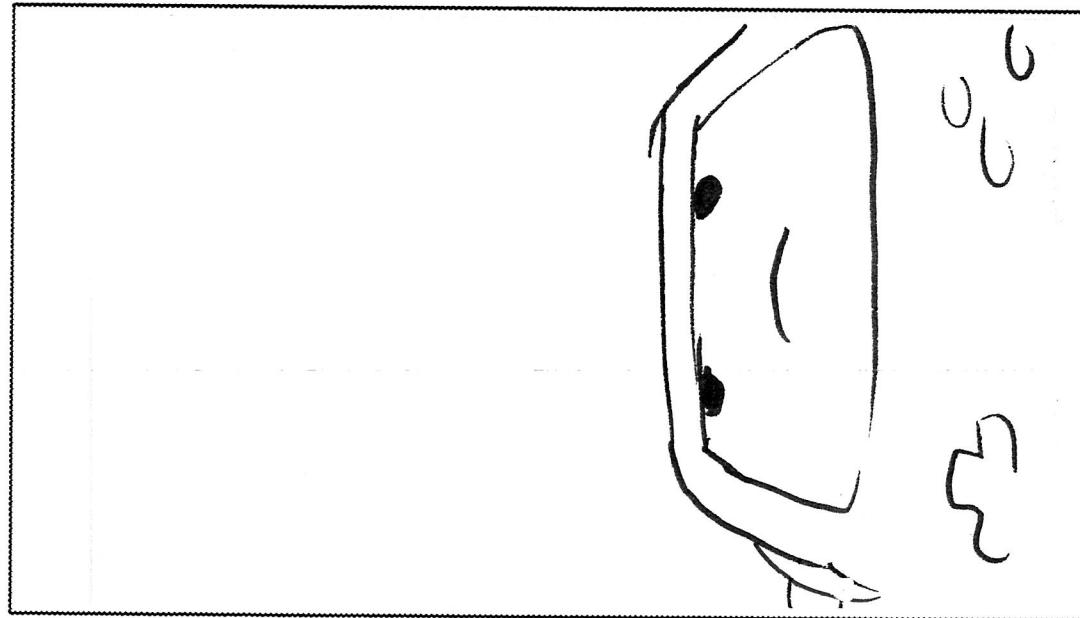
Sc. 115

Pnl. D

Bg.

Page 137

day night



Dialog:

“ ”

Action:

Timing:

(BMO) I think  
something went  
wrong with the  
mission...

# ADVENTURE TIME



Sc.

115

Pnl.

E

Bg.

day night

Page \_\_\_\_\_

138

Sc.

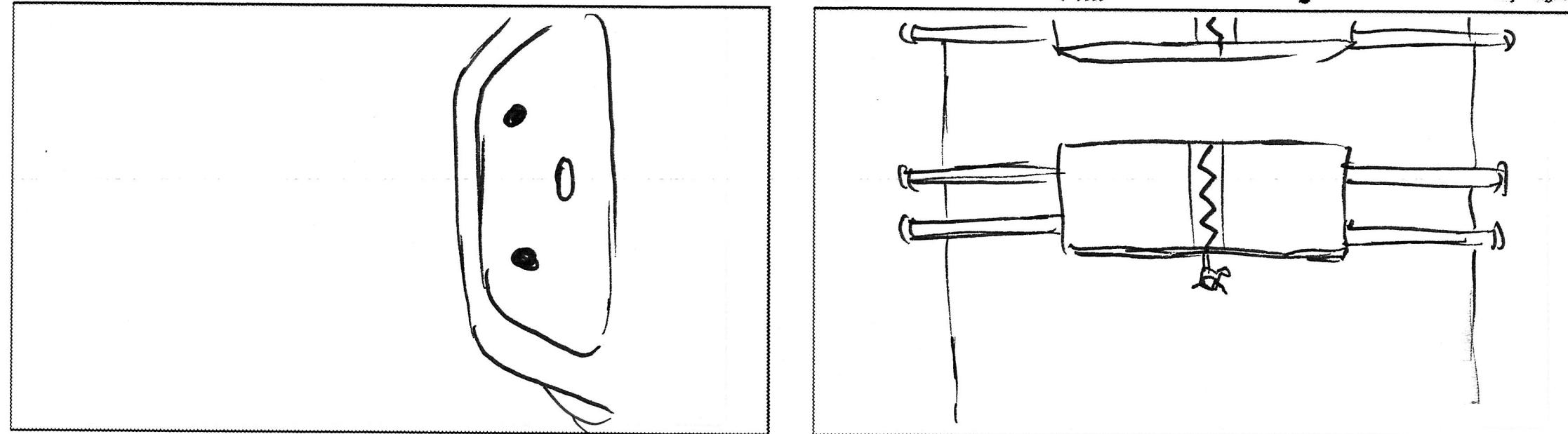
116

Pnl.

A

Bg.

day night



Dialog:

(BMO) uh...  
"abort mission."

- BEAT -

Action:

Timing:

Production :

EPISODE # 1034-224

# ADVENTURE TIME



Page 139

Sc.

117

Pnl.

A

Bg.

day night

Sc.

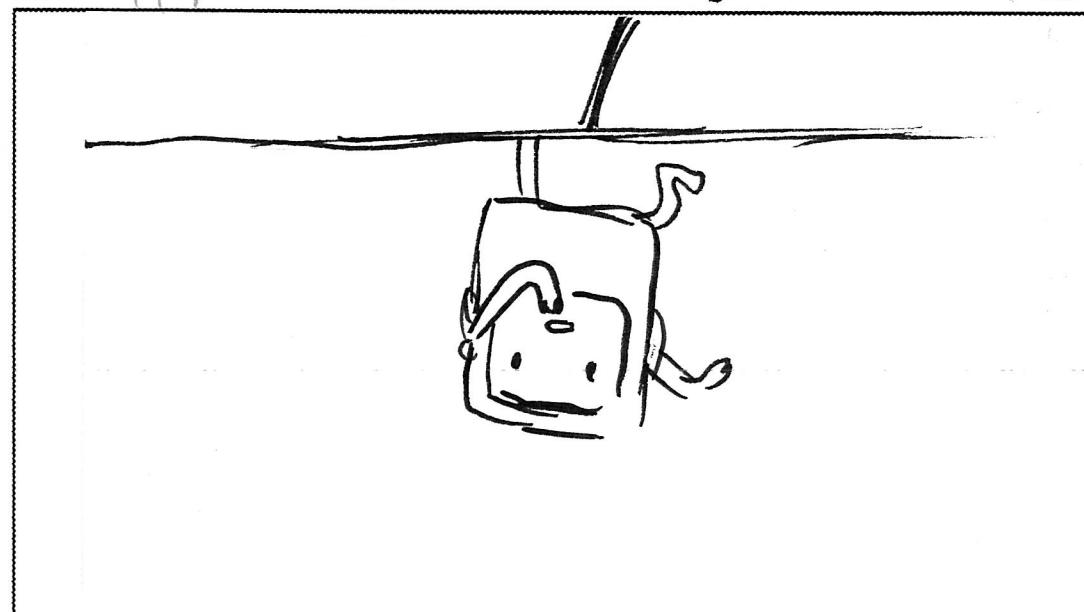
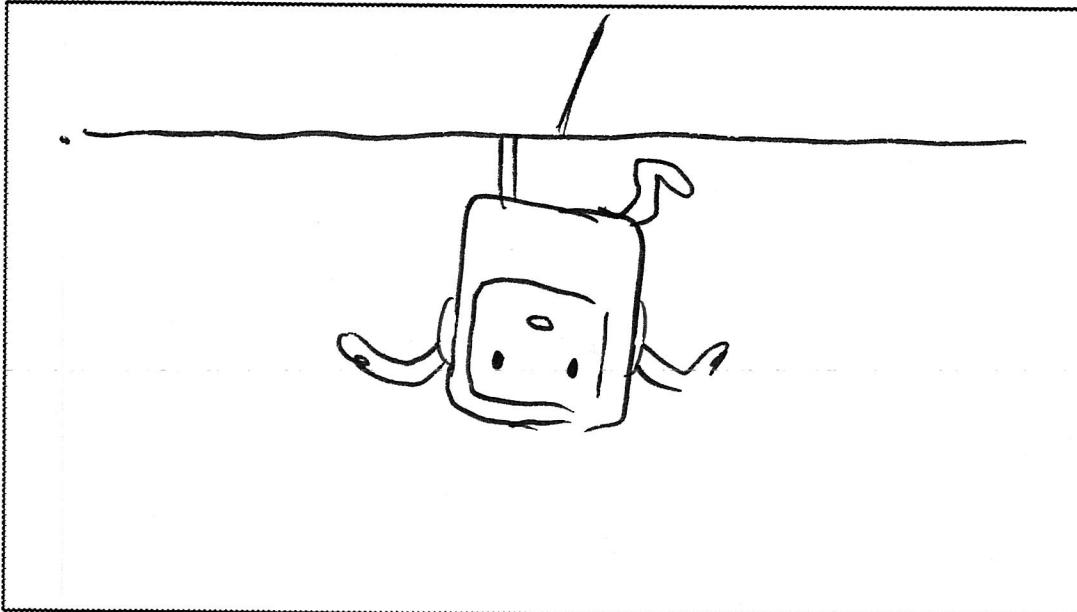
117

Pnl.

B

Bg.

day night



EPISODE # 1034-224

Production :

Dialog:

(BMO) unless...

→ maybe this →

Action:

- BMO thinks...

Timing:

# ADVENTURE TIME



Page 140

Sc.

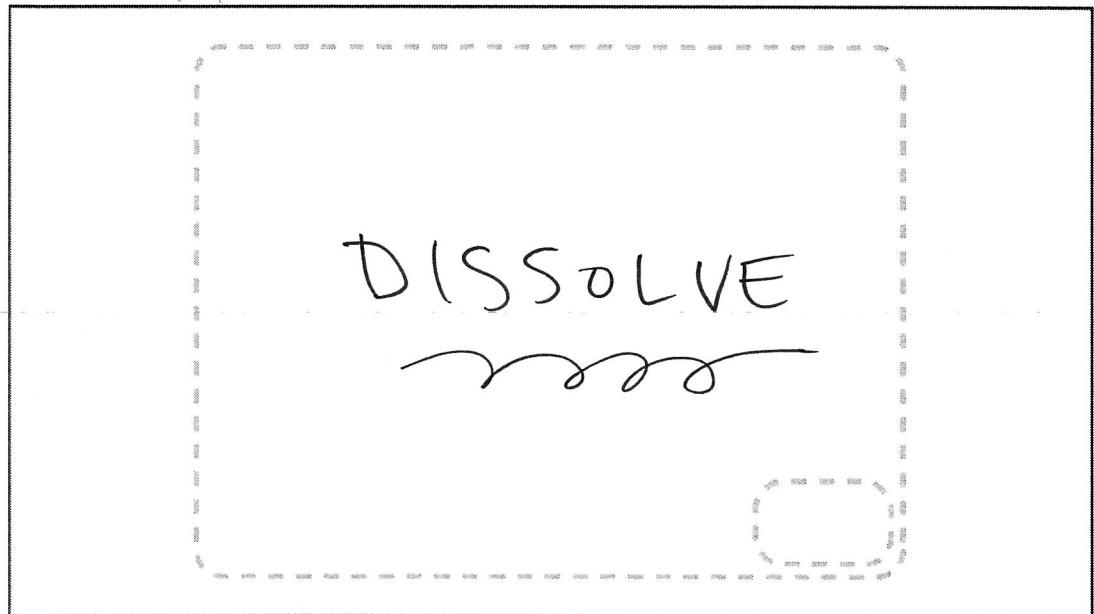
117

Pnl.

C

Bg.

day night



Sc.

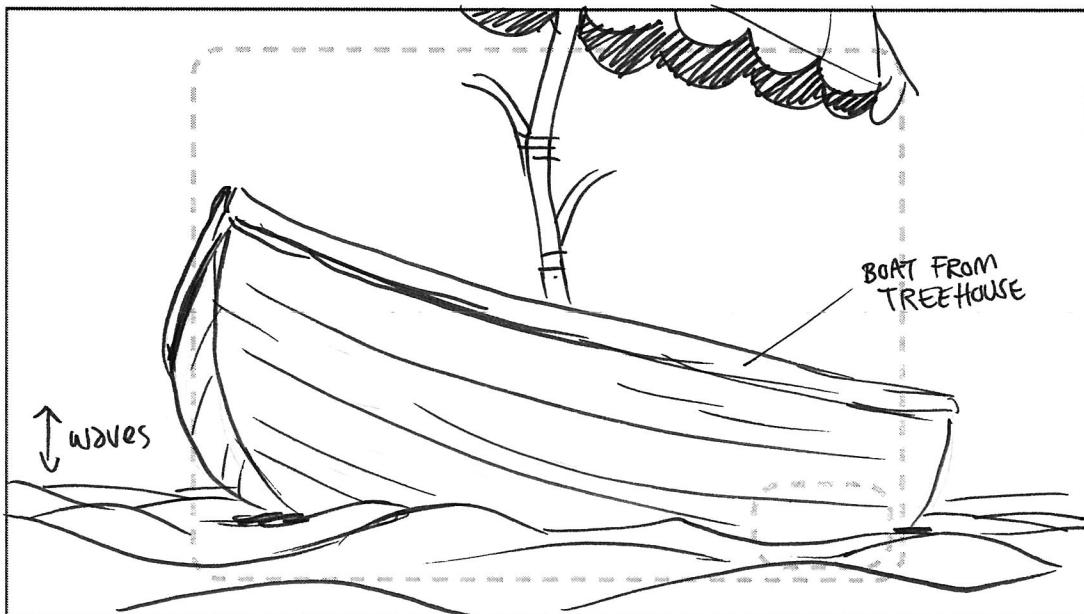
118

Pnl.

A

Bg.

day night



Dialog:

(BMP)

is all part of  
Moe's plan ...

Action:

- BOAT IS STATIONARY
- waves undulate.

Timing:

Production :

1034-224

EPISODE #

# ADVENTURE TIME



Page 141

Sc.

118

Pnl.

B

Bg.

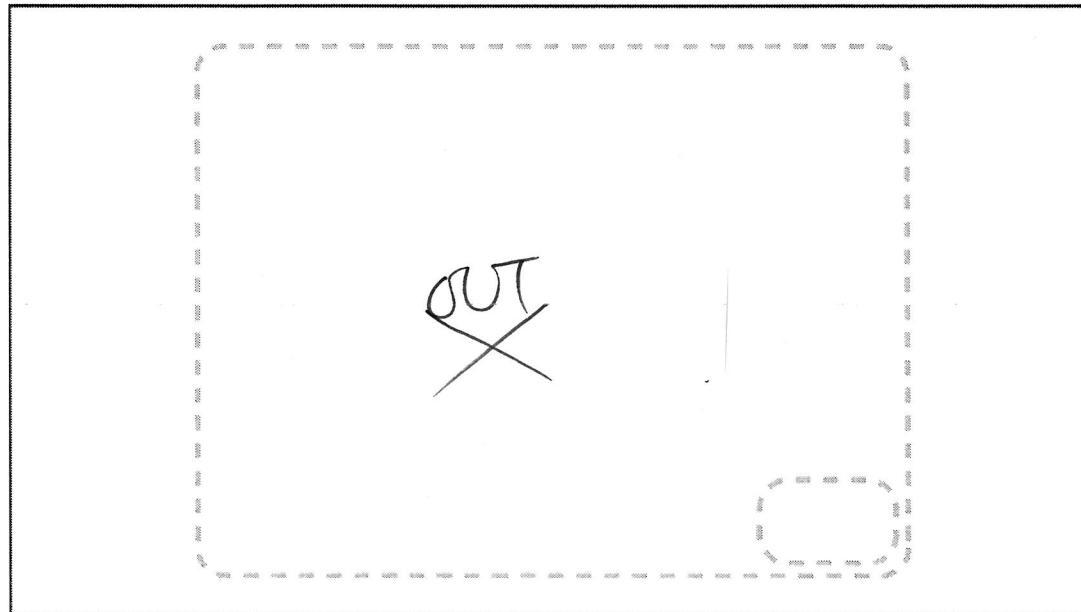
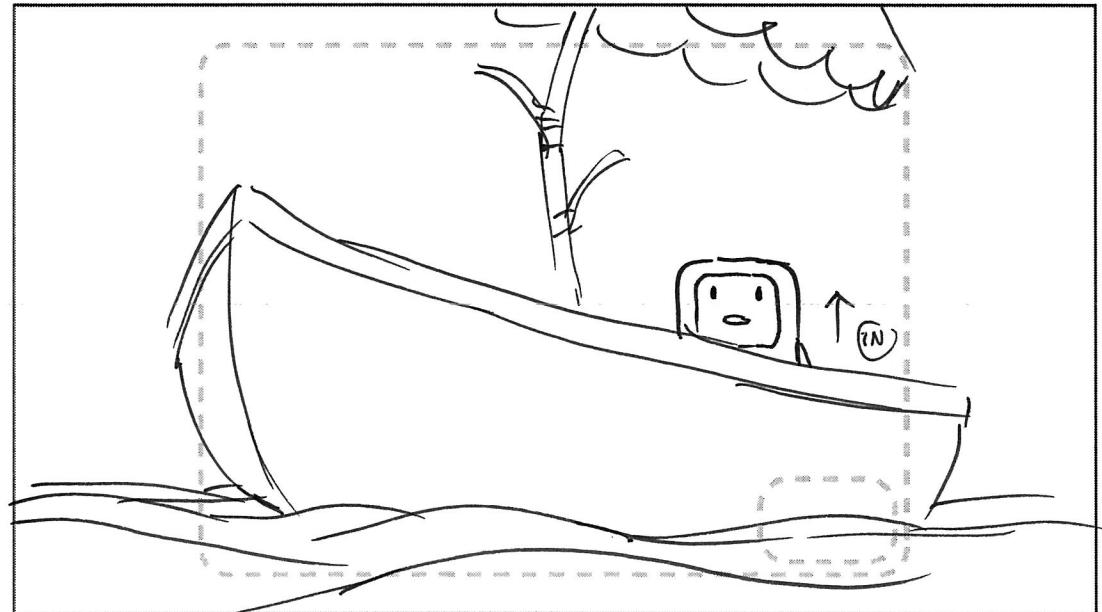
day night

Sc.

Pnl.

Bg.

day night



Dialog:

BMO: I mean, it doesn't seem like it...

Action:

~ BMO stands up

Timing:

EPISODE # 1034-224

Production :

# ADVENTURE TIME



Page 142

Sc.

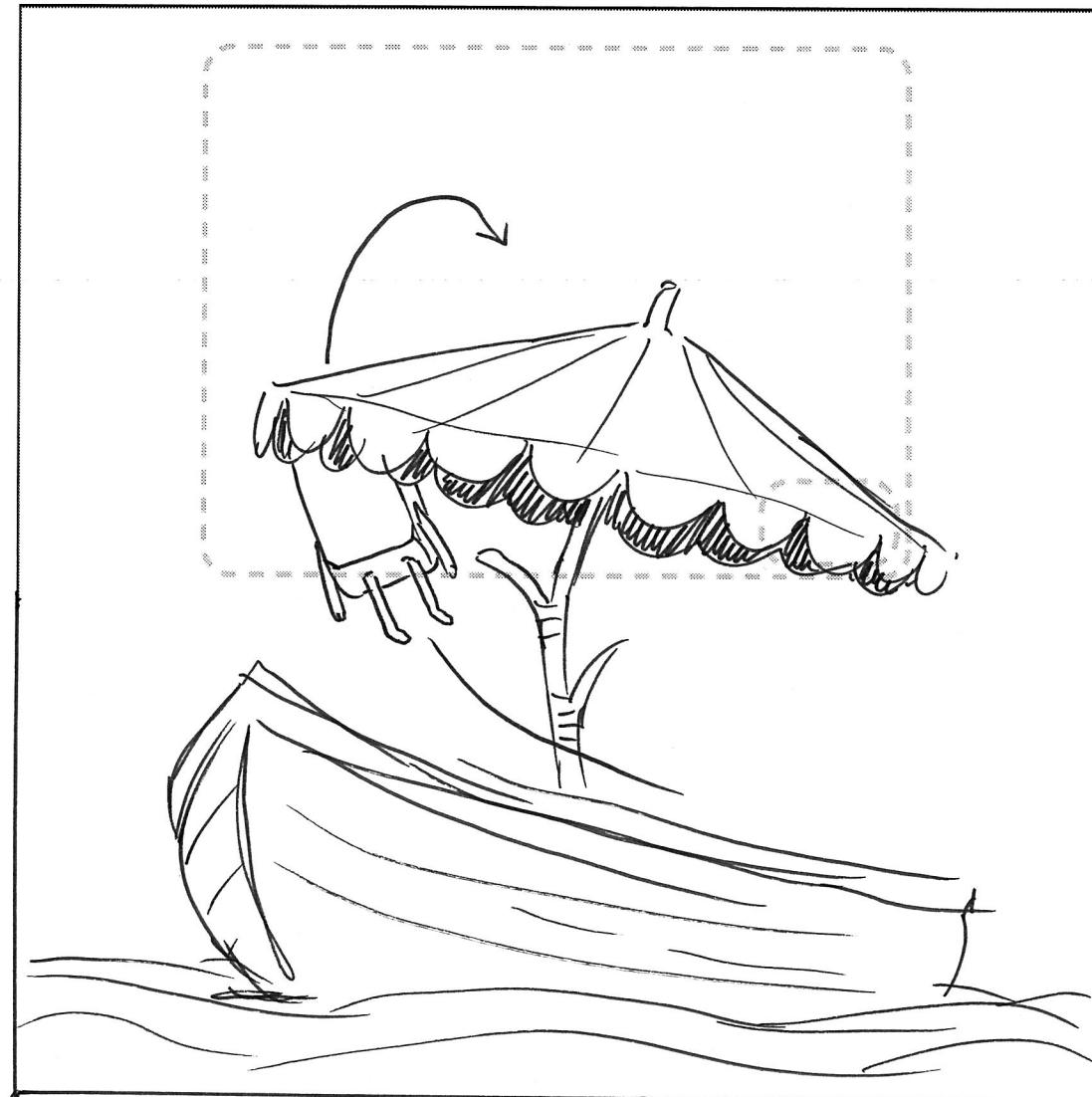
H8

Pnl.

C

Bg.

day night



Dialog:

Action:

- BMO floats up onto umbrellas

Timing:

Production :

EPISODE #  
9

1034-224

# ADVENTURE TIME

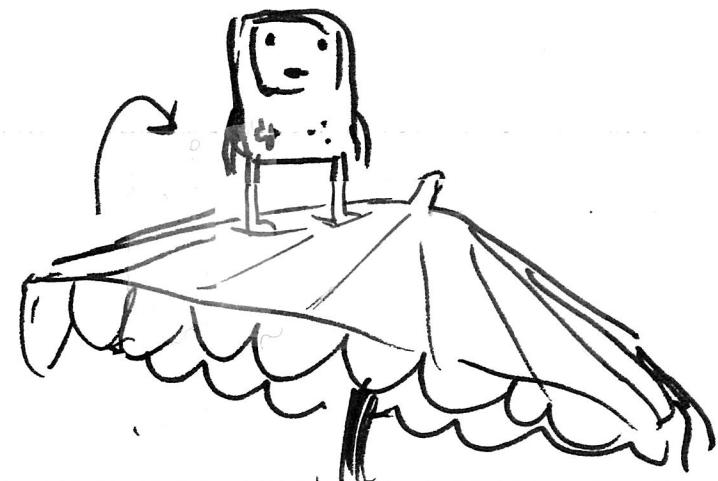


Sc. 118

Pnl. D

Bg.

day night



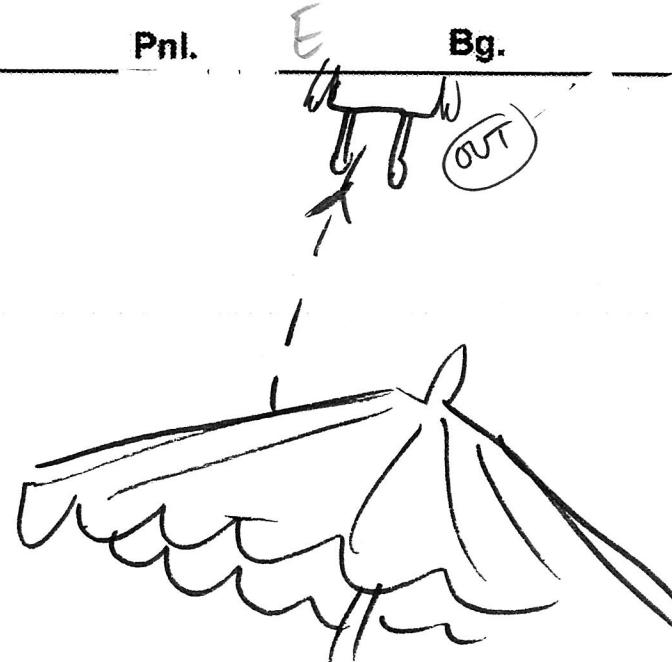
Sc. 118

Pnl.

Bg.

day night

143



Dialog:

(BMO) But maybe  
that's the point...

Action:

- BMO floats offscreen.

Timing:

Production :

16

1034-224

EPISODE #

# ADVENTURE TIME



Sc.

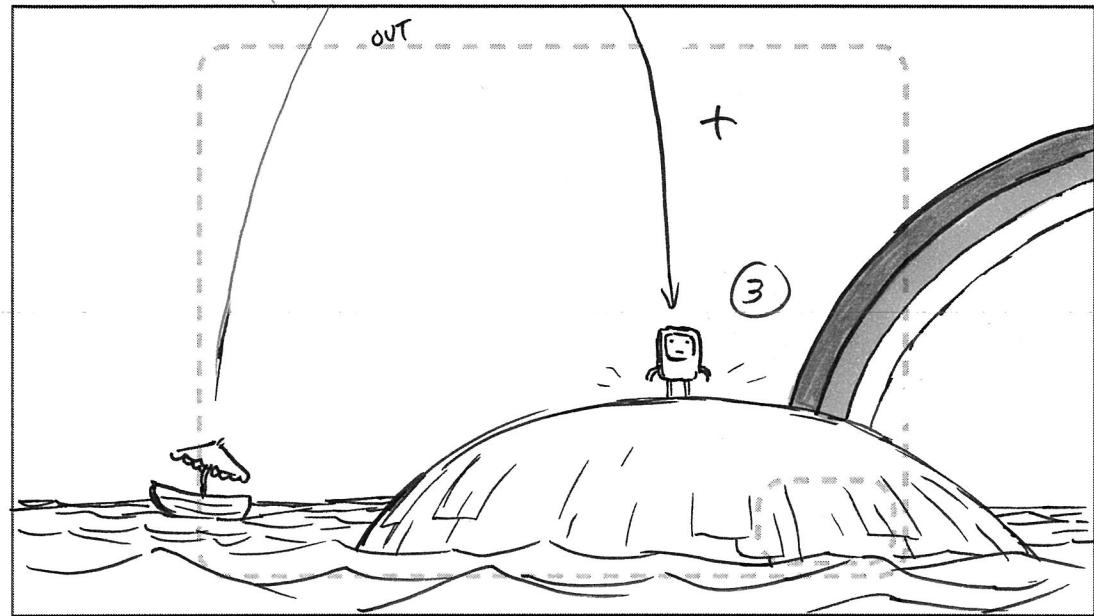
119

Pnl.

A

Bg.

day night



Sc.

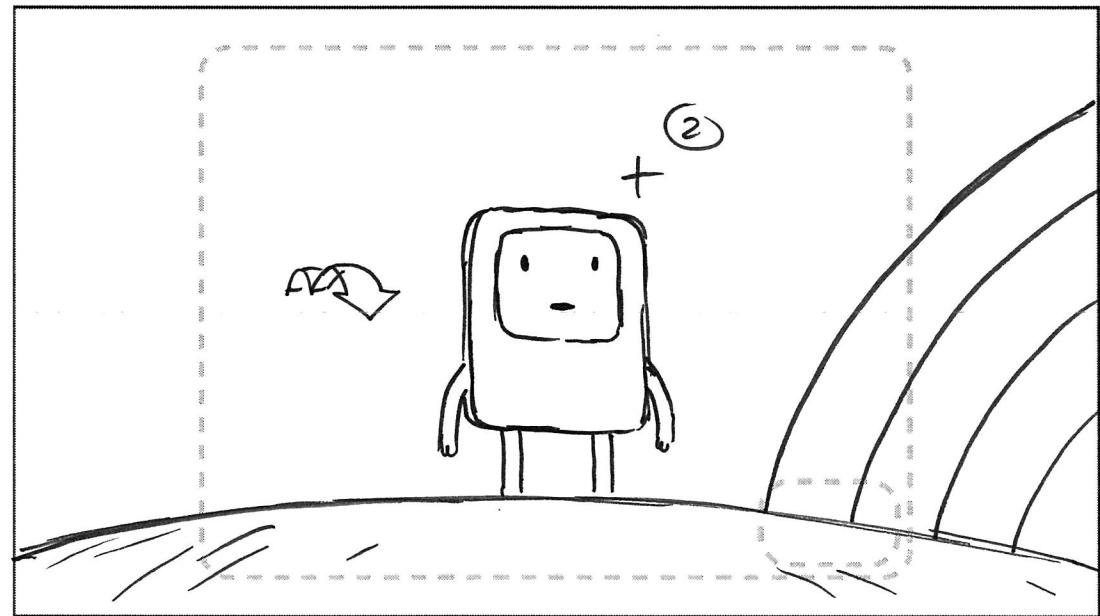
120

Pnl.

A

Bg.

day night



Page 144

1034-224

EPISODE #

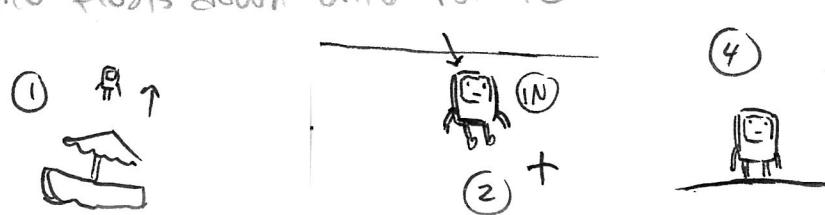
Production :

Dialog:

(BMO) Maybe the lesson is that,  
when you're grown,

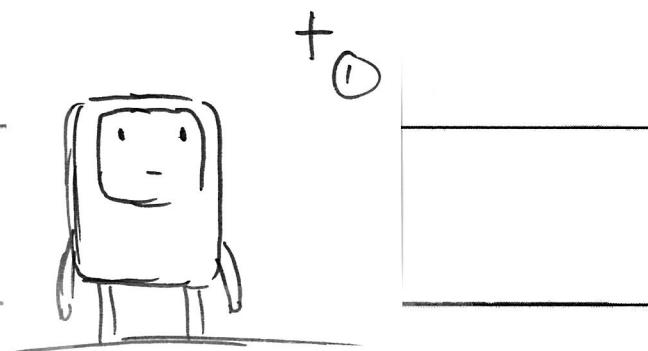
Action:

- BMO floats down onto island



Timing:

(island is top of treehouse)



# ADVENTURE TIME



Page 145

Sc.

120

Pnl.

B

Bg.

day night

Sc.

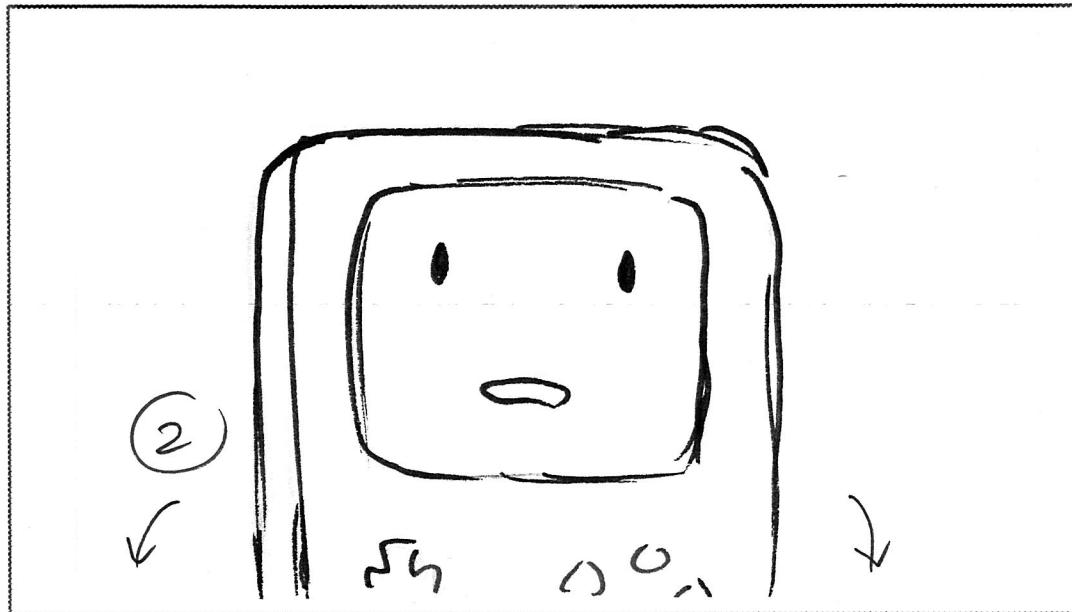
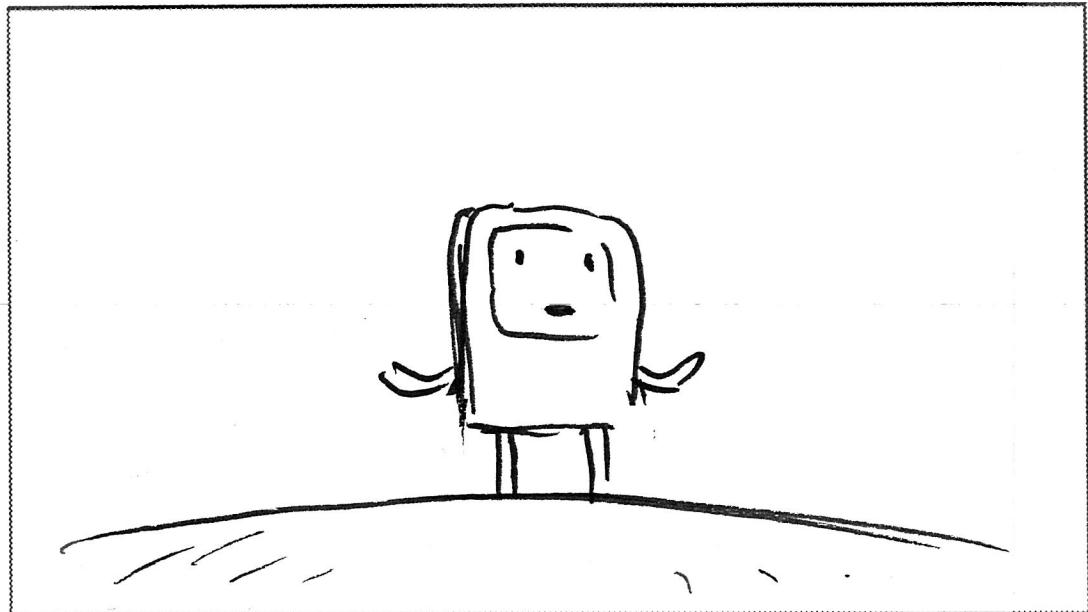
121

Pnl.

A

Bg.

day night



**Dialog:**

(1) ~~BMo~~ → You won't ever be able to tell: if everything's going totally haywire, →

(1) ~~BMo~~ → or maybe actually everything's perfectly fine.

(2) SFX = cu-CHUNK-HISSS = [hydraulic refraction]

**Action:**

**Timing:**

Production : 1034-224

EPISODE # 2

# ADVENTURE TIME



Page 146

Sc.

122

Pnl.

A

Bg.

day night

Sc.

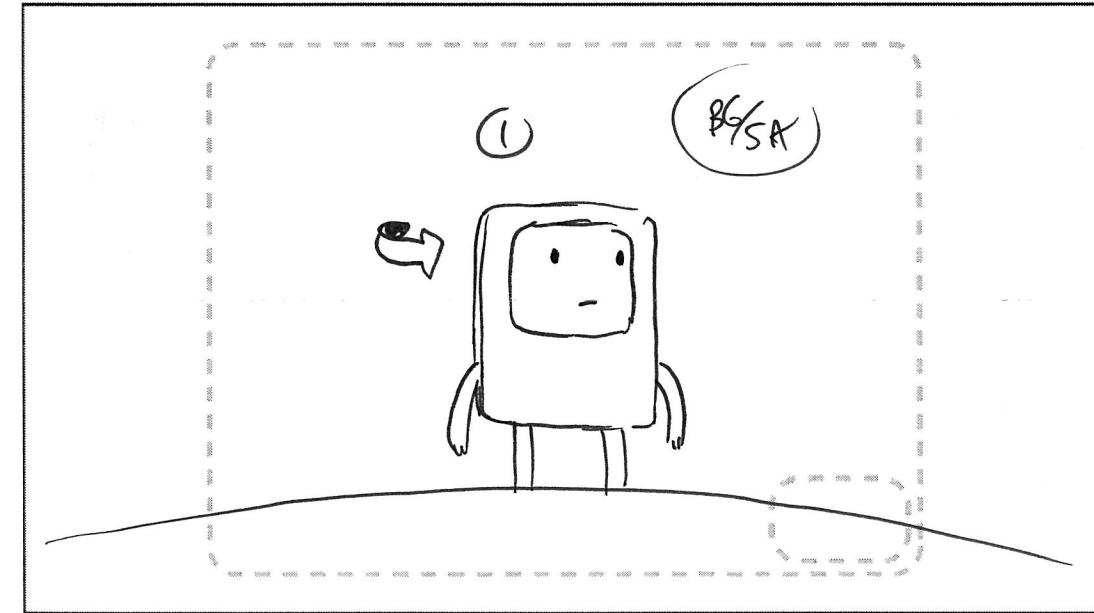
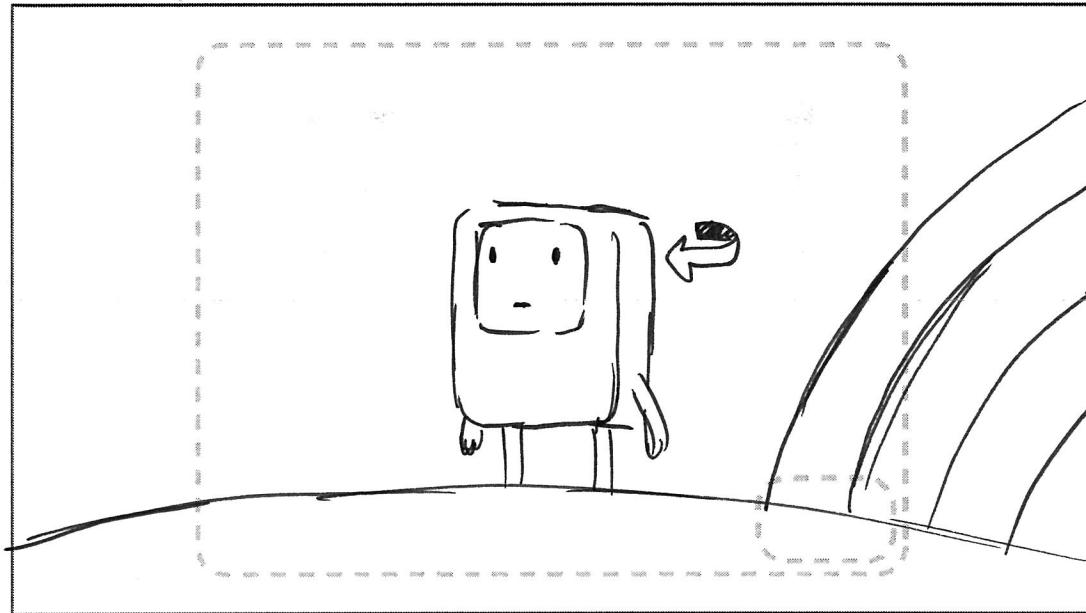
122

Pnl.

B

Bg.

day night



Dialog:

① BMO hm?  
② ; CU-CHUNK HISSS ;

Action:

Timing:

Production : 1034-224  
EPISODE # 13

# ADVENTURE TIME



Page 147

Sc.

123

Pnl.

A

Bg.

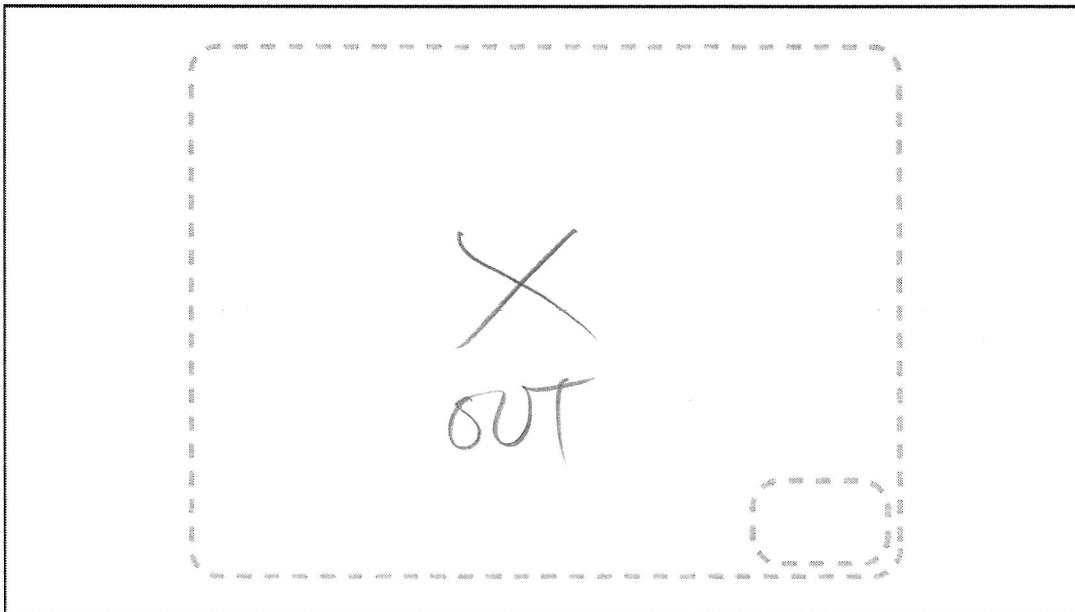
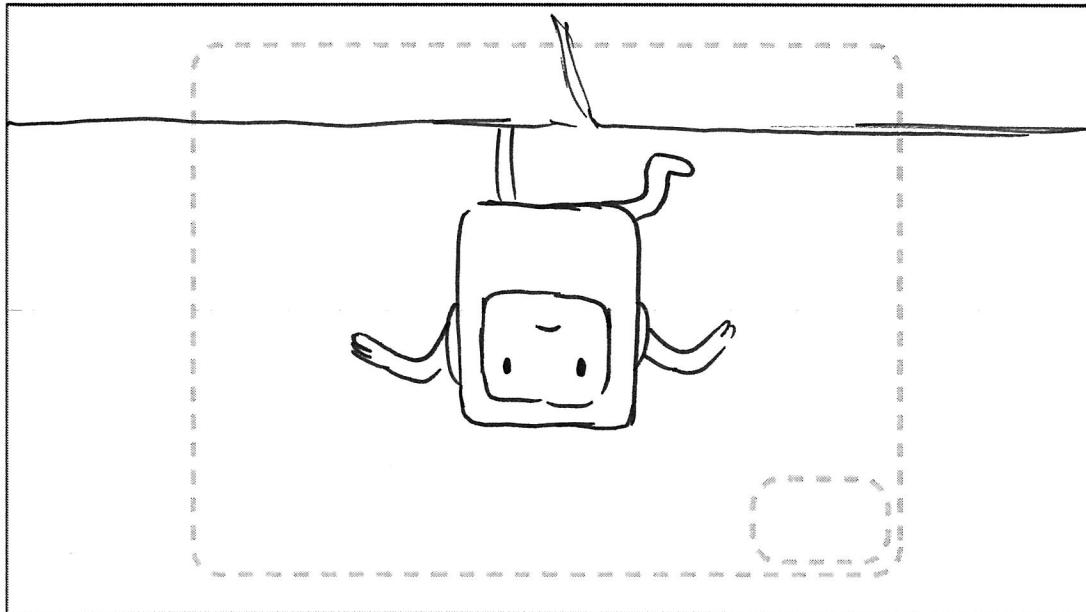
day night

Sc.

Pnl.

Bg.

day night



Dialog:

(SFX) > CO-CHUNK HISSS <

Action:

Timing:

Production :

1034-224

EPISODE #  
14

# ADVENTURE TIME



Page 148

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Sc.

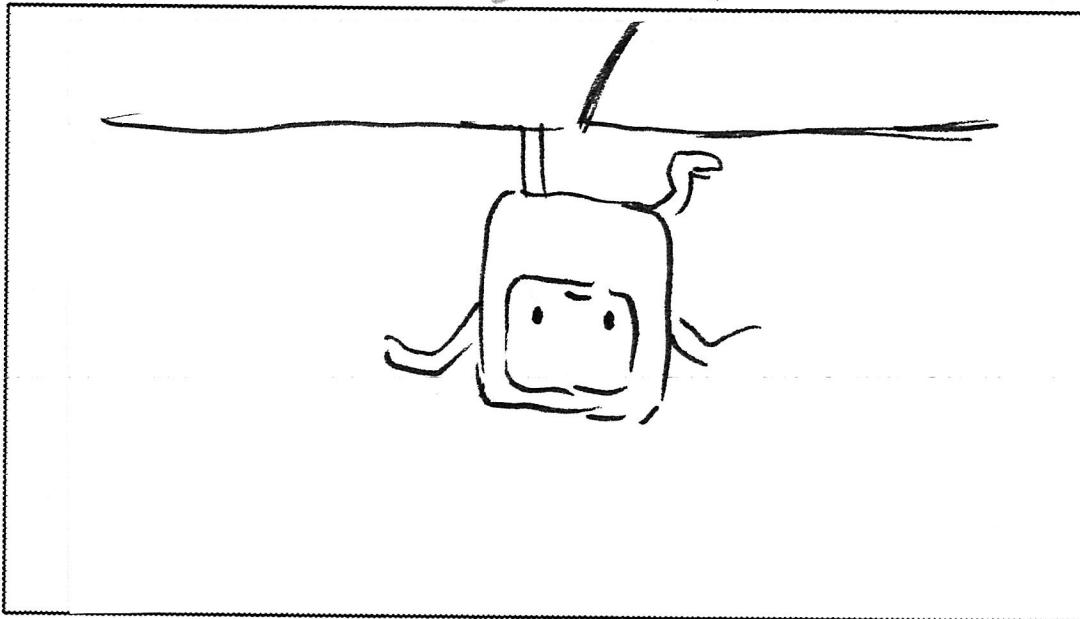
123

Pnl.

B

Bg.

day night



Sc.

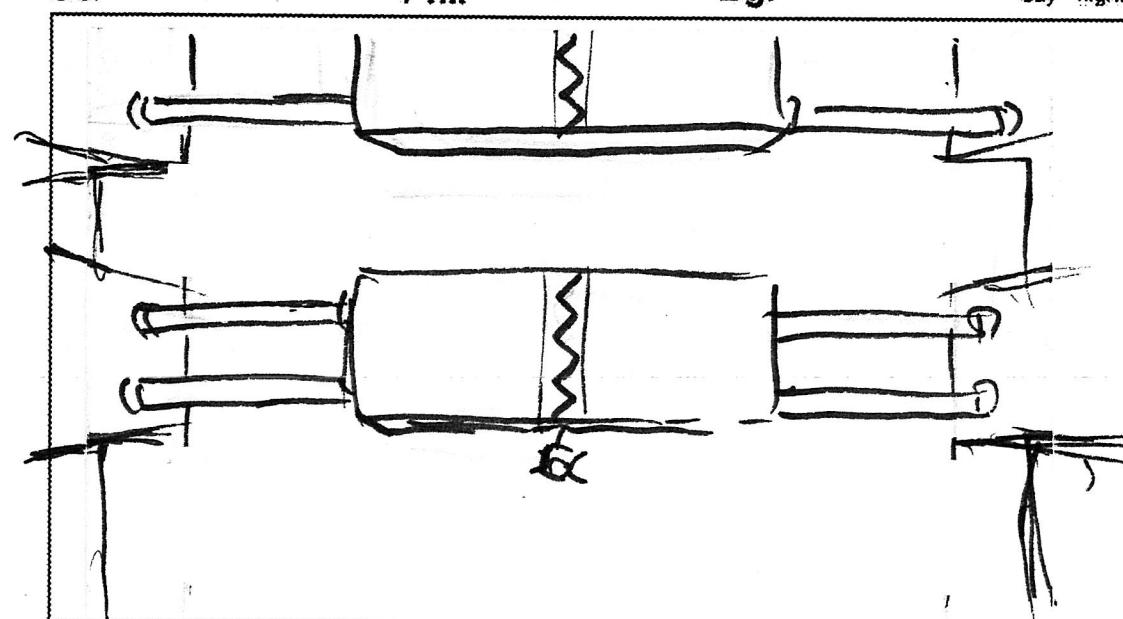
124

Pnl.

A

Bg.

day night



Dialog:

1

1

Action:

Timing:

Production :

EPISODE #

1034-224

# ADVENTURE TIME



149

Page \_\_\_\_\_

Sc.

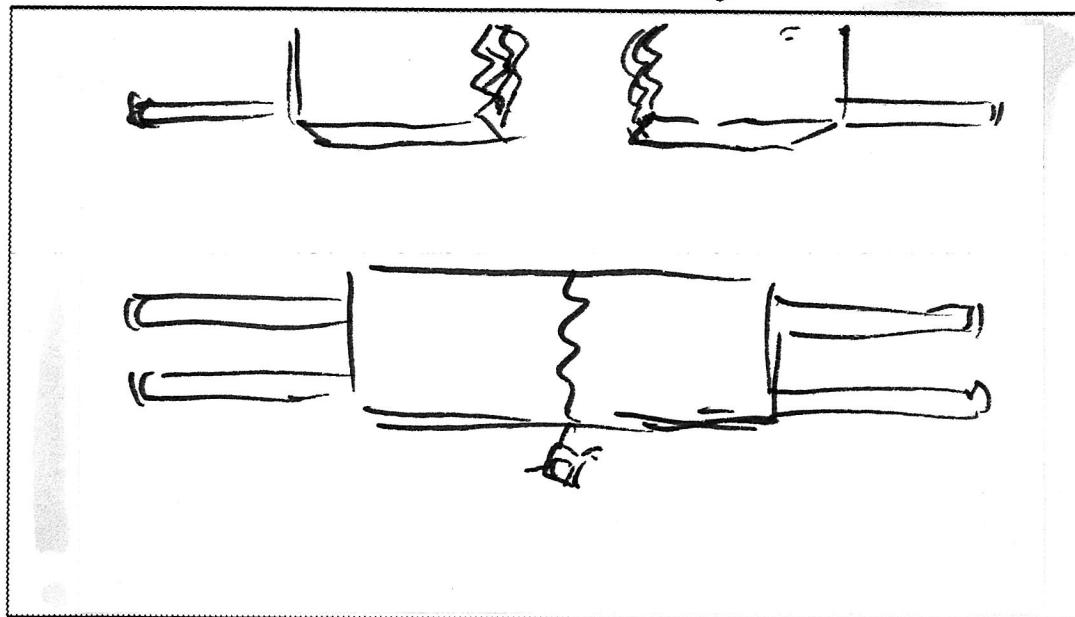
124

Pnl.

B

Bg.

day night



Sc.

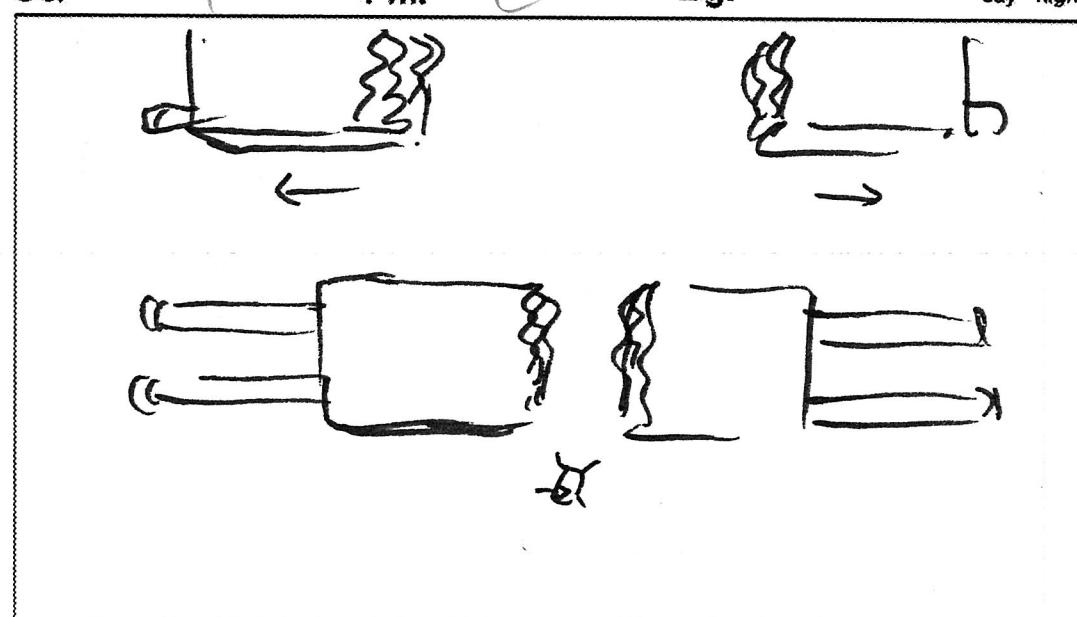
124

Pnl.

C

Bg.

day night



Dialog:

=CO-CHUNK-  
HISS

Action:

- Masher retract

Timing:

- Masher movement
- ①
  - ②
  - ③
- mashers jolt apart  
in one quick motion
- mashers slow down  
as they continue to move apart

=CO-CHUNK=

(BMO) YAAA →

Production :

EPISODE # 1034-224

# ADVENTURE TIME



Sc.

125

Pnl.

A

Bg.

day night

Sc.

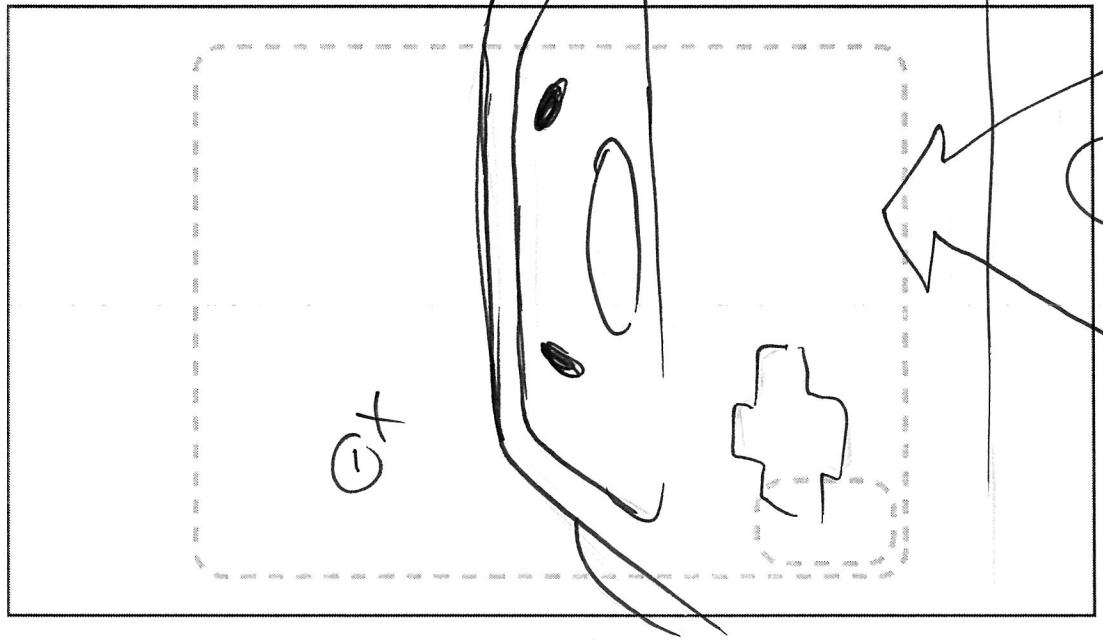
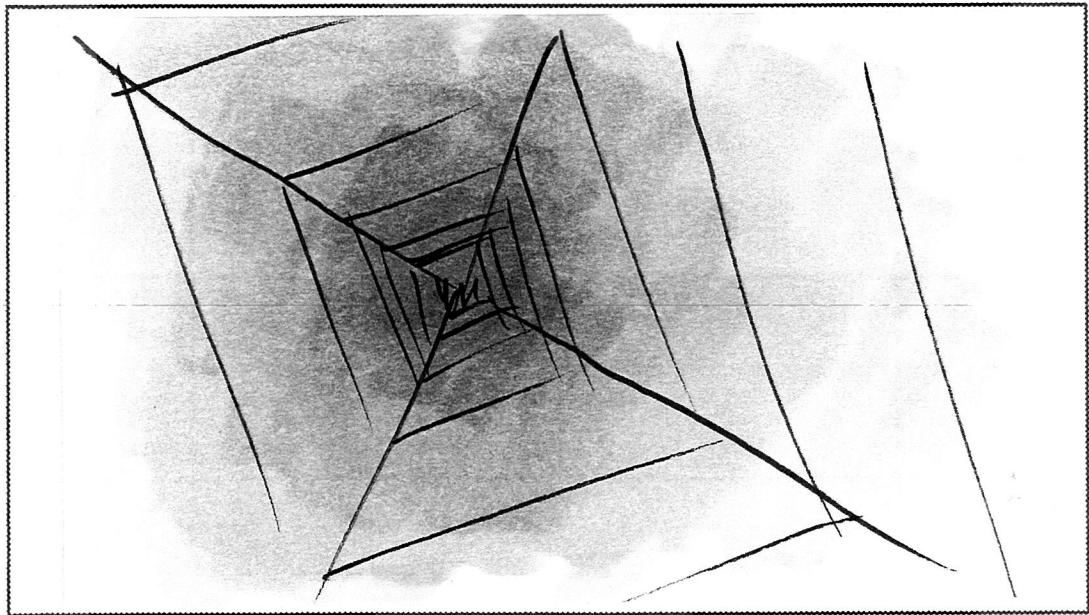
125

Pnl.

B

Bg.

Page  
150  
day night



Dialog:

(BMO) YAAAAA →

Action:

- BMO falls down shaft

Timing:



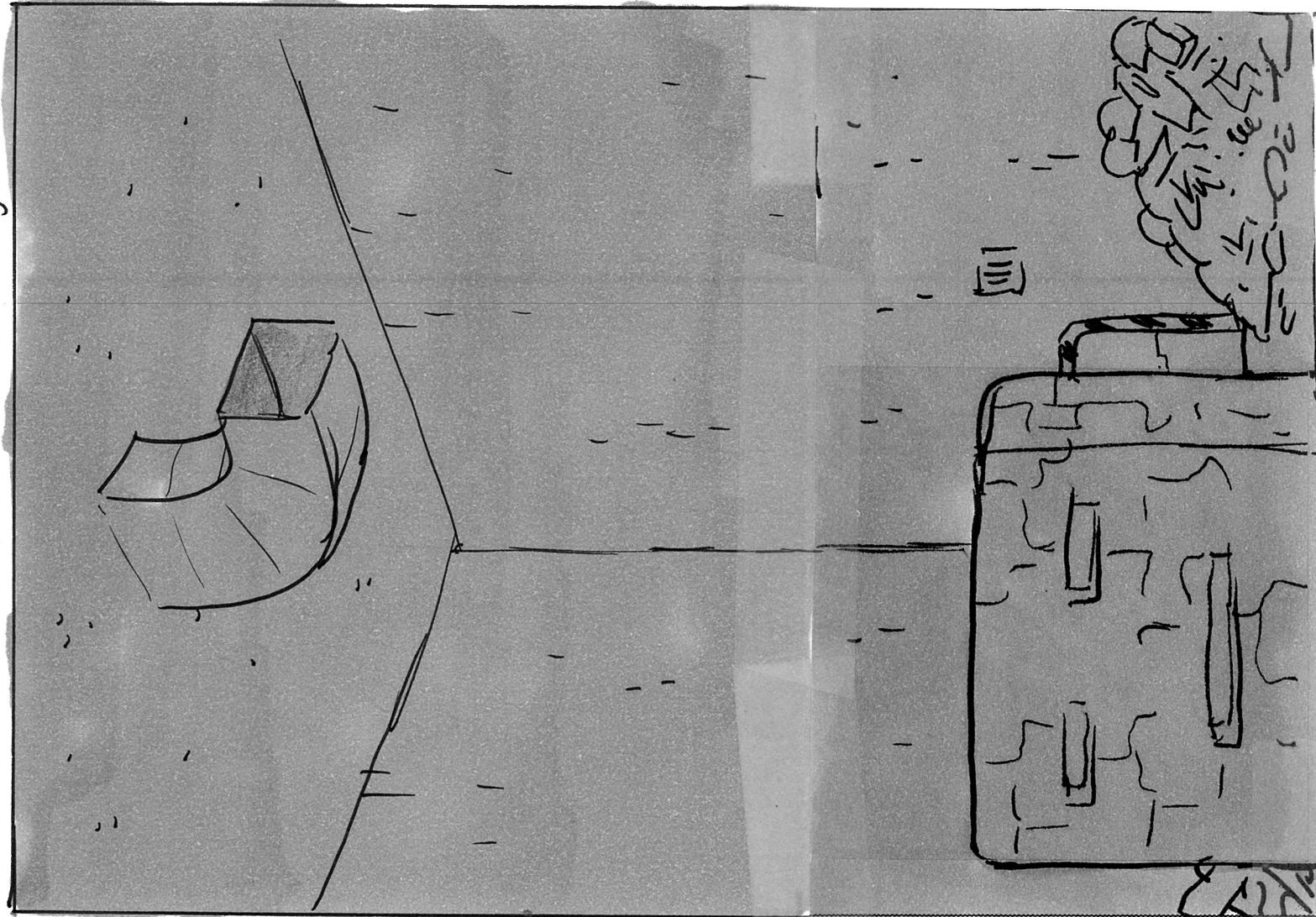
Production :

1034-224

Sc. . 126

Pnl. A

Bg.



1034-224

Pg. 151

18

# ADVENTURE TIME



Page 152

Sc.

126

Pnl.

B

Bg.

day night

Sc.

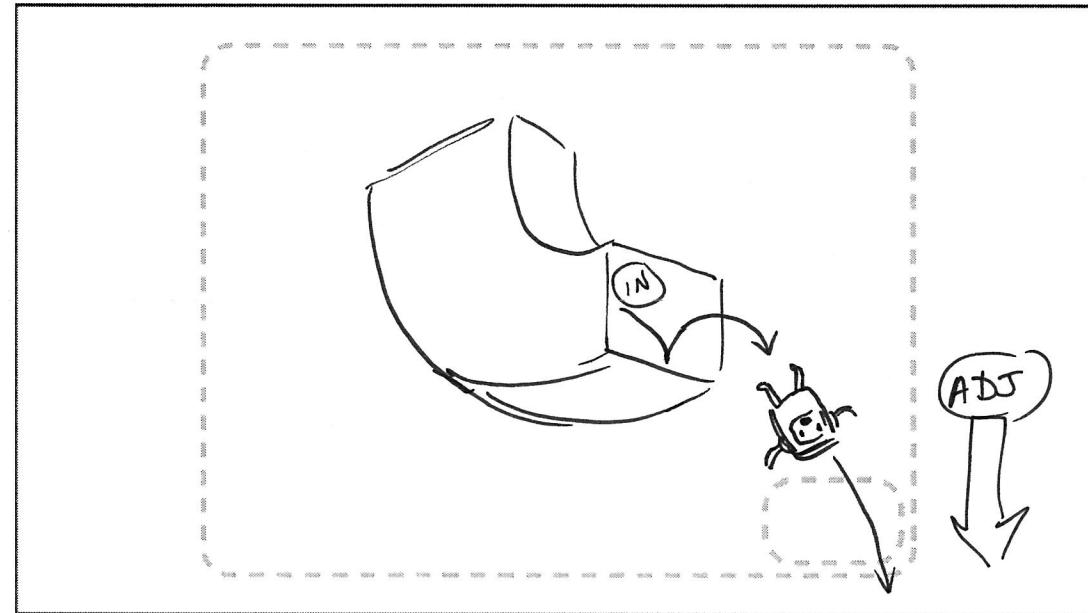
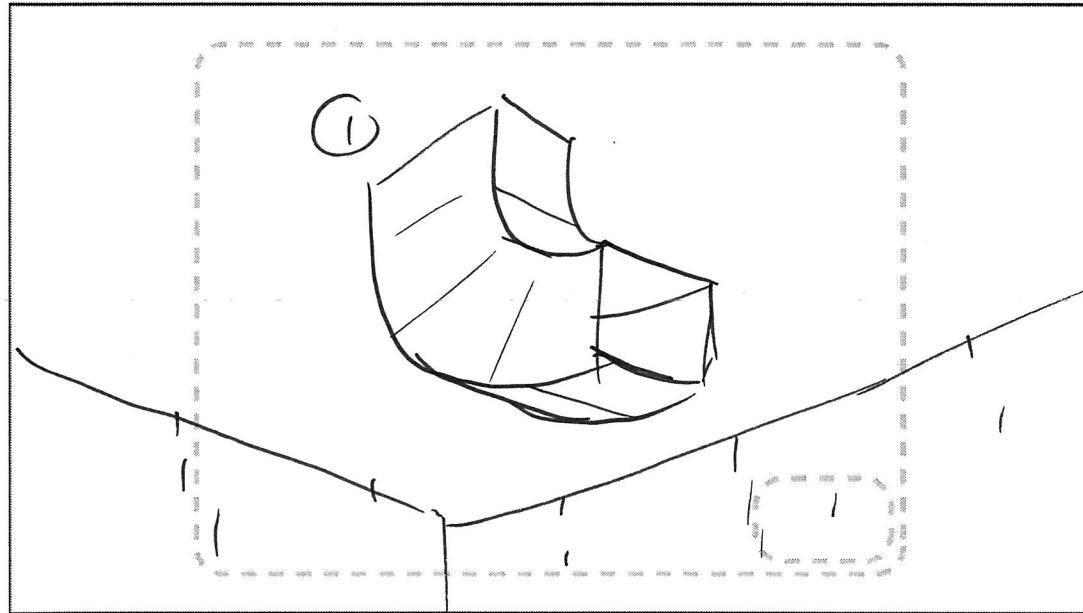
126

Pnl.

C

Bg.

day night



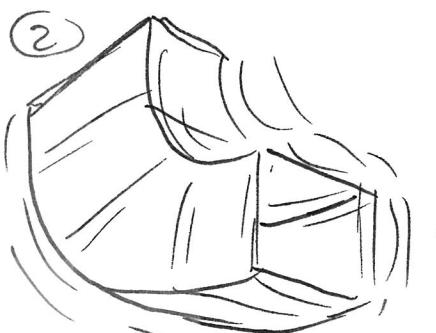
Dialog:

(BMO) → YAAAAA \* SFX: BING BONG  
② BANG

Action:

- BMO tumbles out of vent

Timing:



Production :

EPISODE #

1034-224

19

# ADVENTURE TIME



Page 153

Sc.

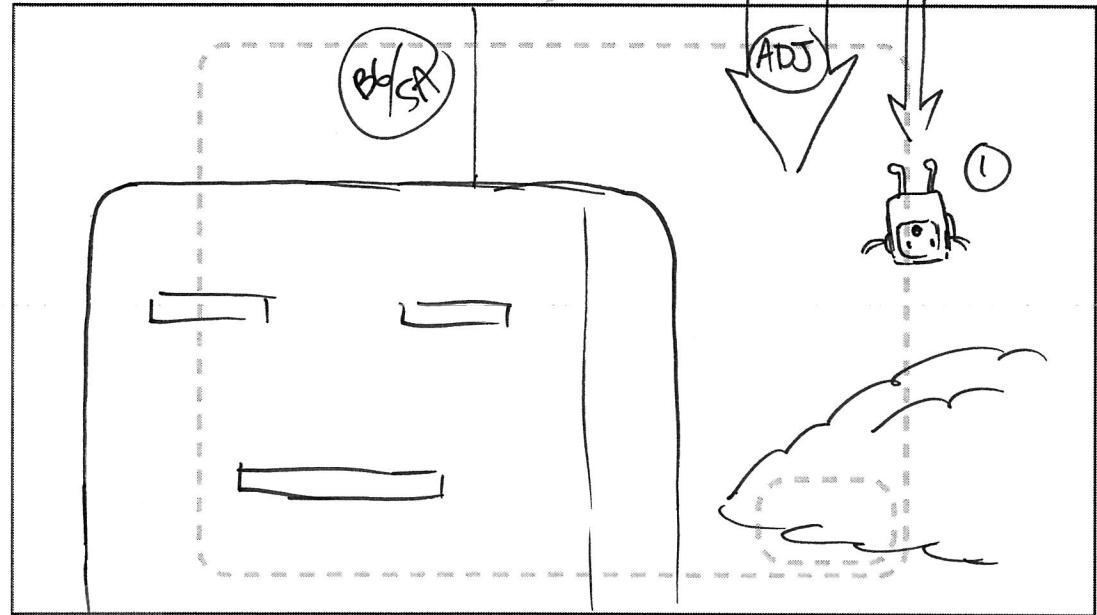
126

Pnl.

D

Bg.

day night



Sc.

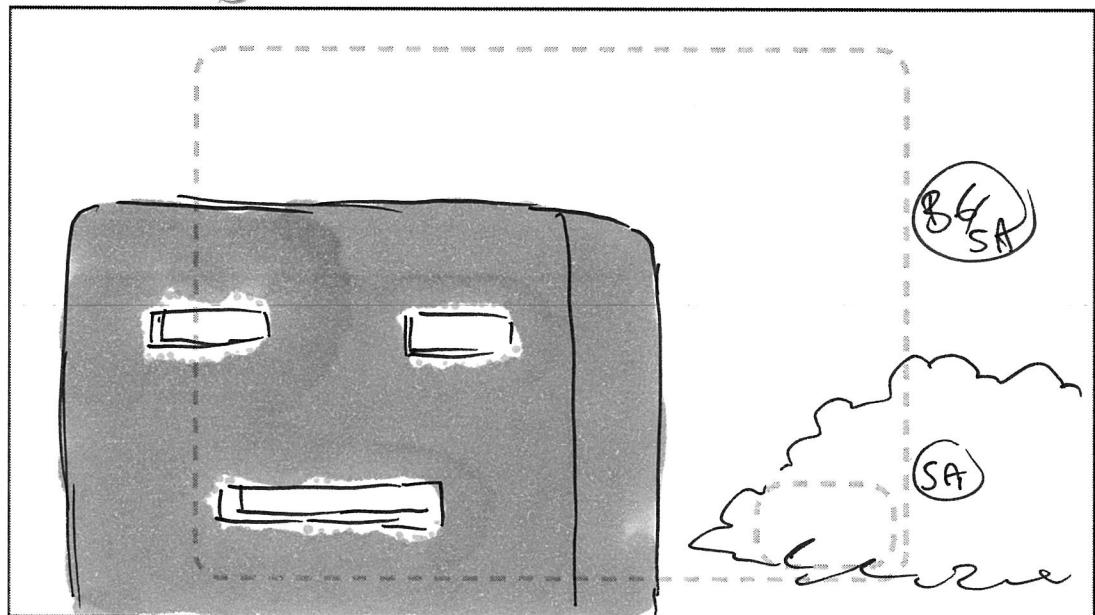
126

Pnl.

E

Bg.

day night



Dialog:

SFX:

\* SMASH ! \*

6

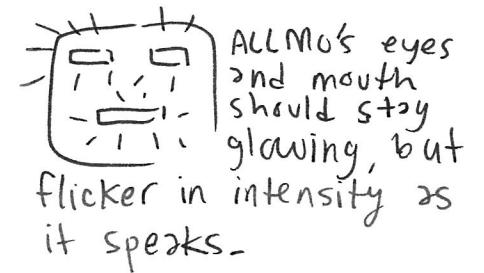


Action:

- BMO falls into trash pile

ALLMO - powers up, eye + mouth lights begin to glow.

Timing:



Production :

EPISODE # 1034-224

21

# ADVENTURE TIME



Page 154

Sc.

126

Pnl.

F

Bg.

day night

Sc.

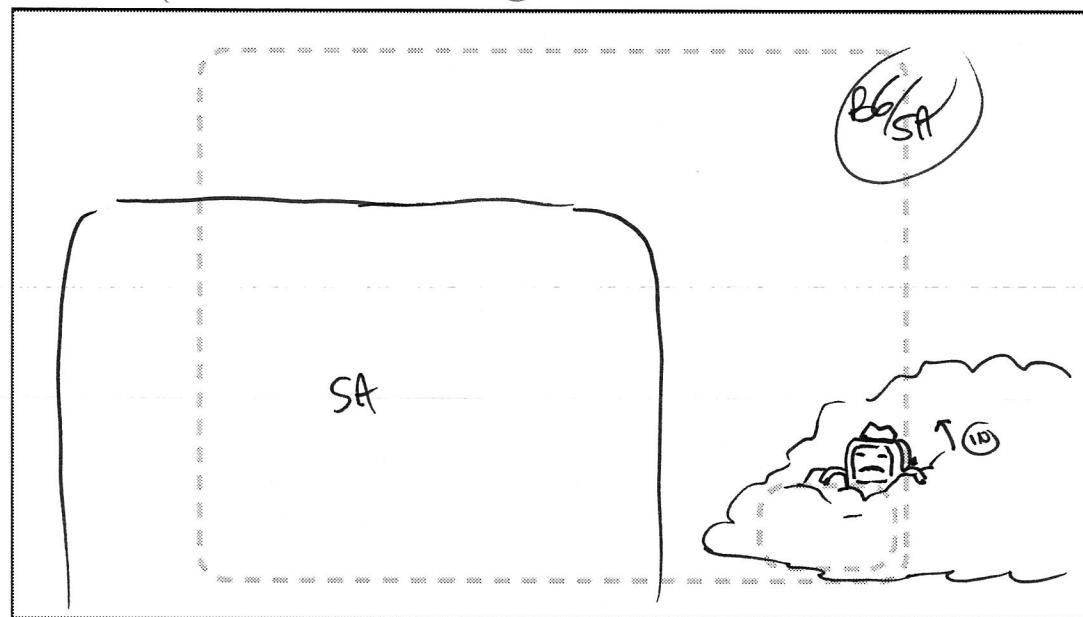
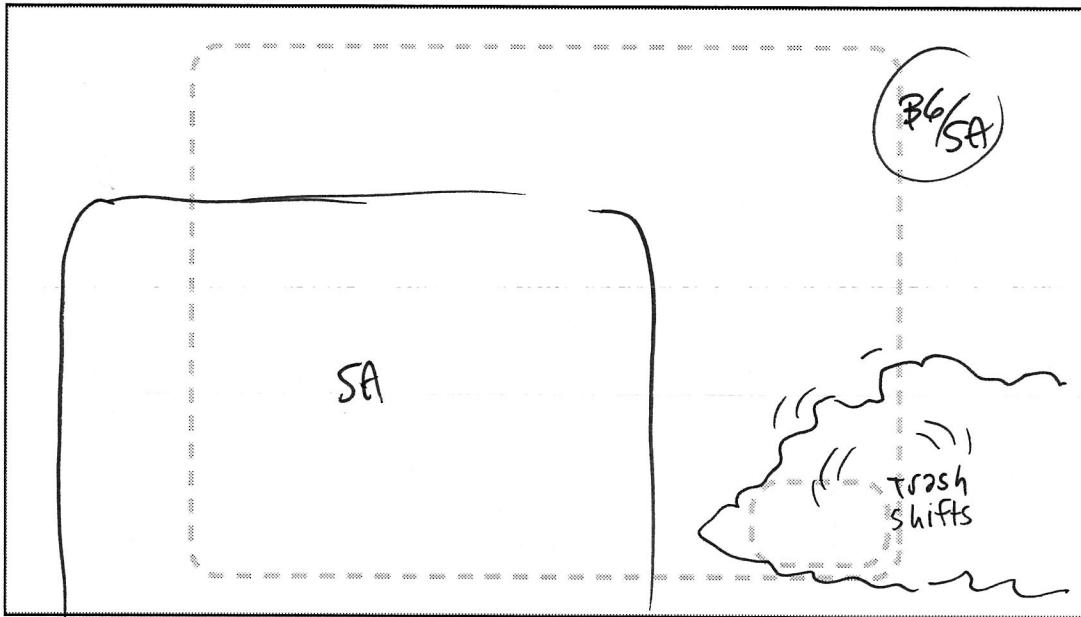
126

Pnl.

G

Bg.

day night



Dialog:

(BMO soft) u h h h . . .

Action:

- trash shifts around as BMO moves inside

- BMO crawls out of trash

Timing:

Production :

1034-224

# ADVENTURE TIME



Page 155

Sc.

126

Pnl.

H

Bg.

day night

Sc.

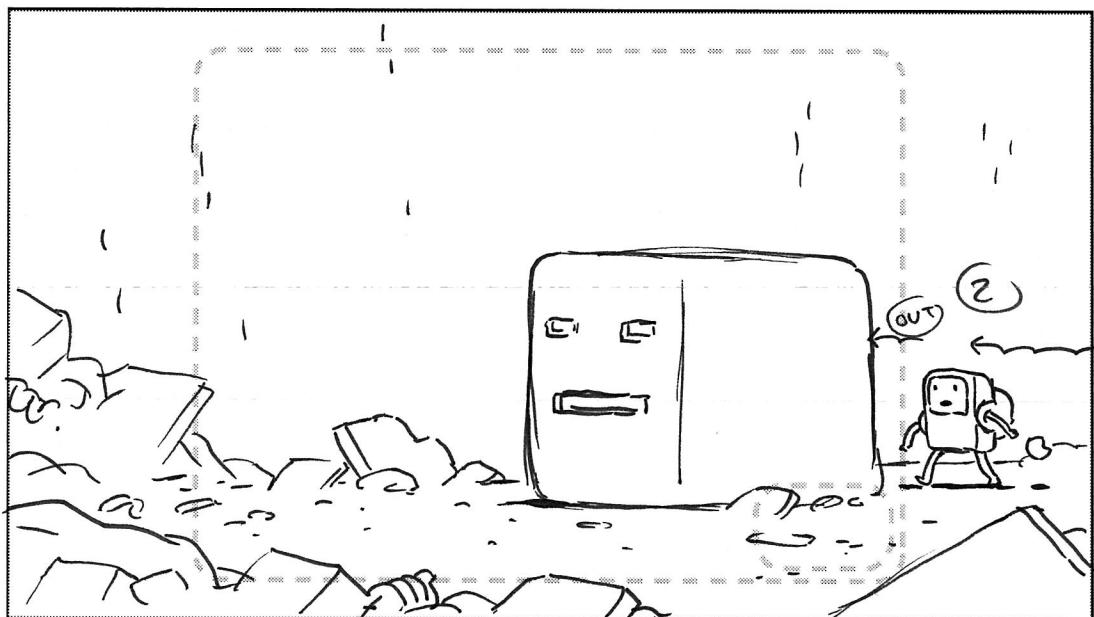
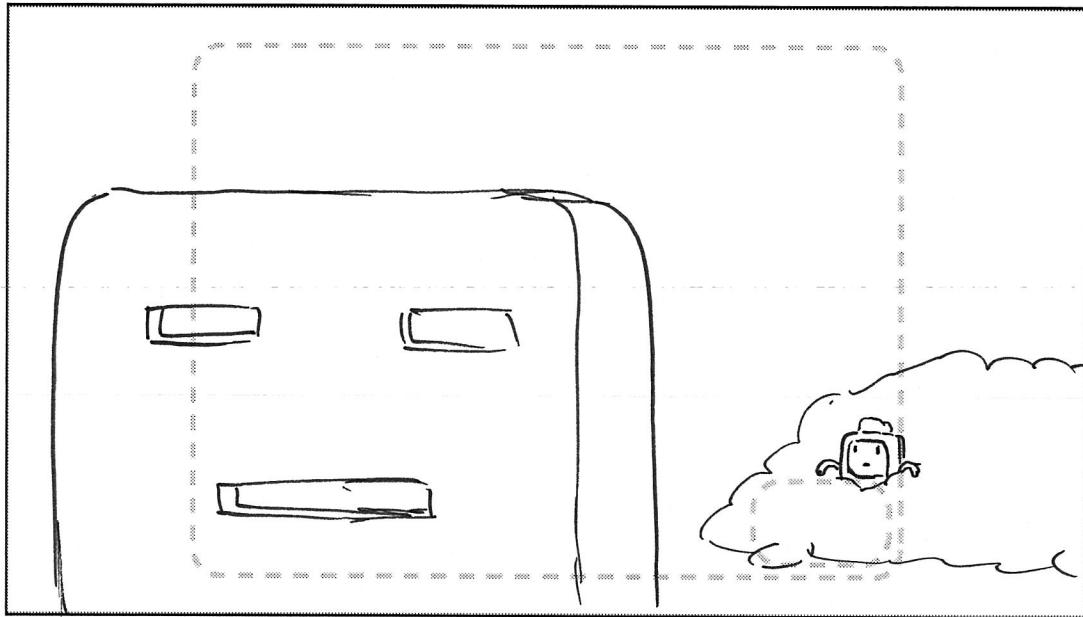
127

Pnl.

A

Bg.

day night



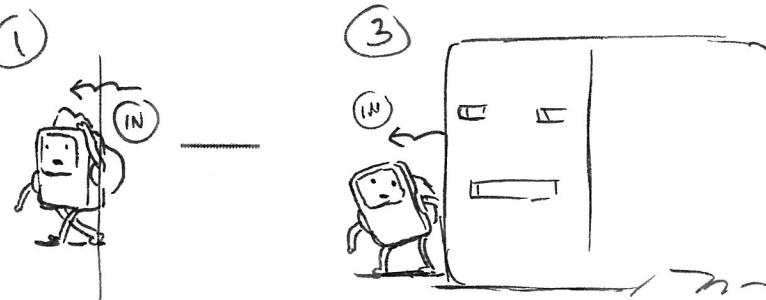
Dialog:

(ALLMO) who - who's there? Moe?

(BMO) No... it's only me - BMO.

Action:

- BMO removes trash from here while walking.



Timing:

Production :

EPISODE #

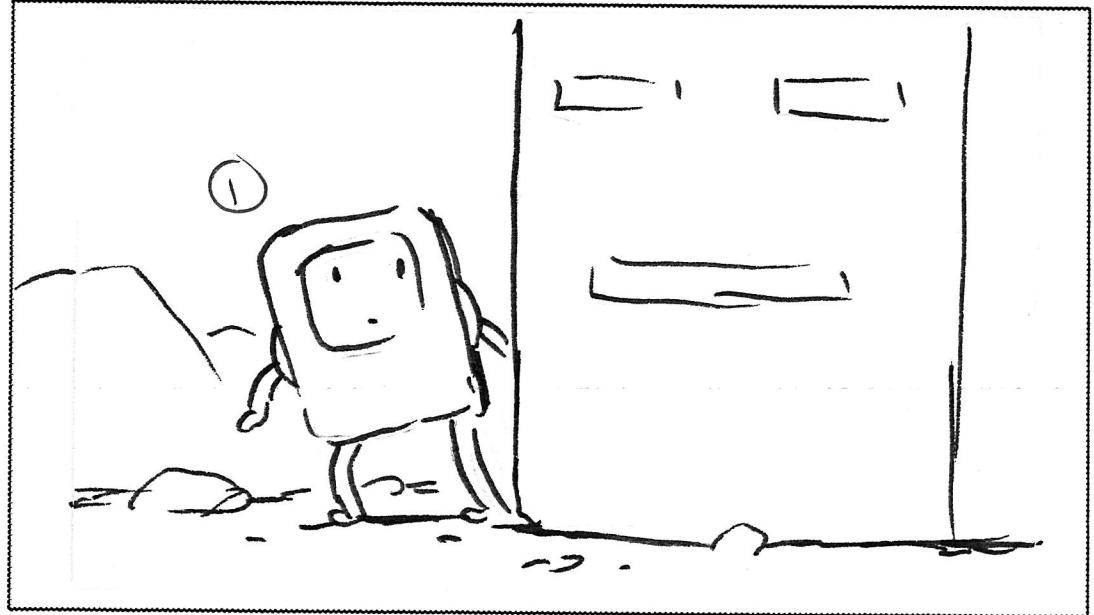
1034-224

# ADVENTURE TIME

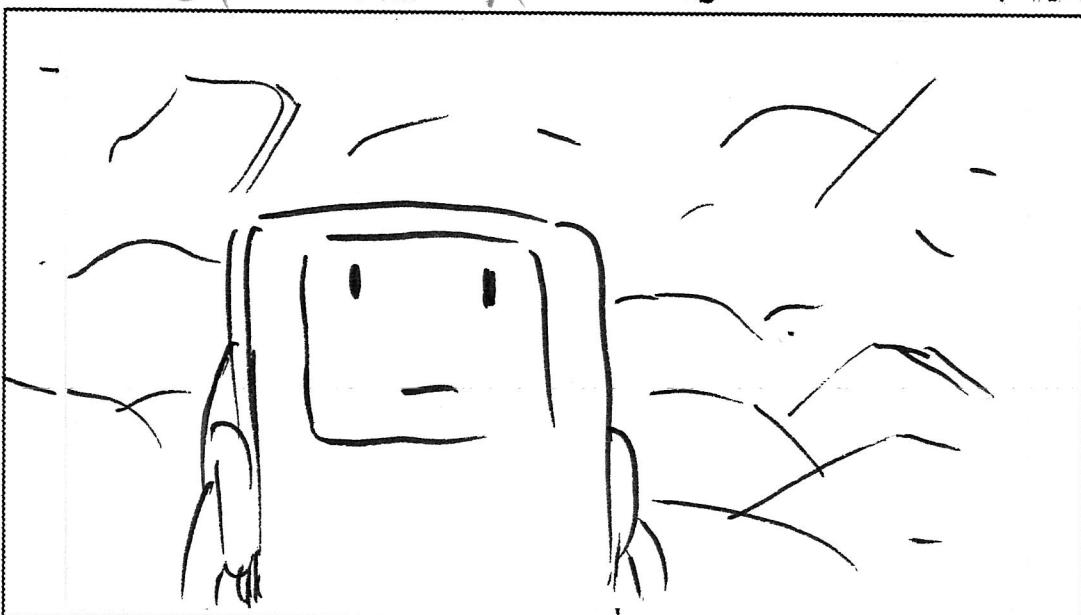


Page 156

Sc. 128 Pnl. A Bg. day night

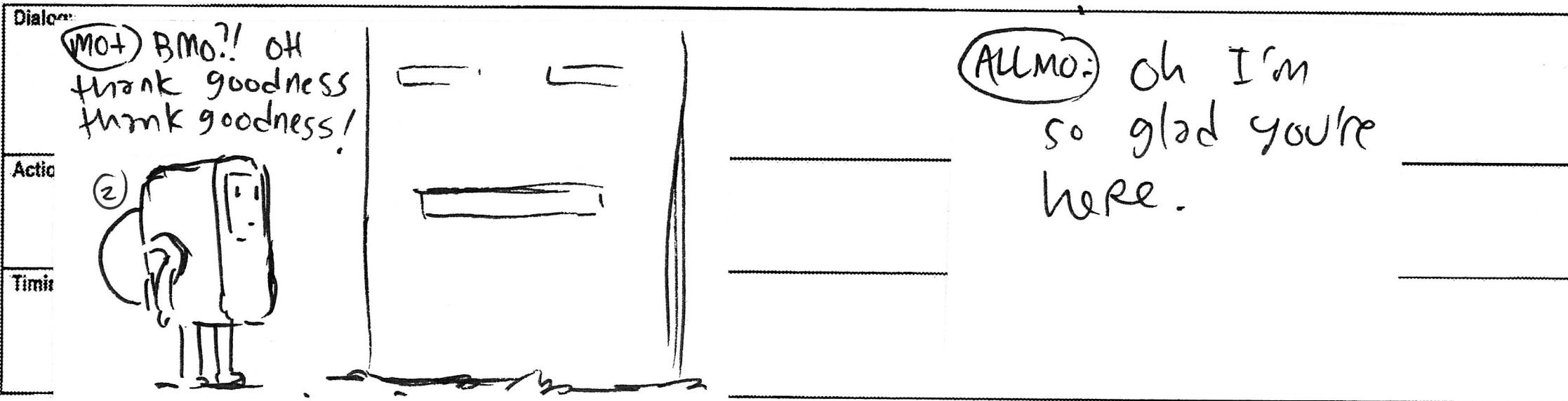


Sc. 129 Pnl. A Bg. day night



EPISODE # 1034-224

Production :



# ADVENTURE TIME



Page 157

Sc.

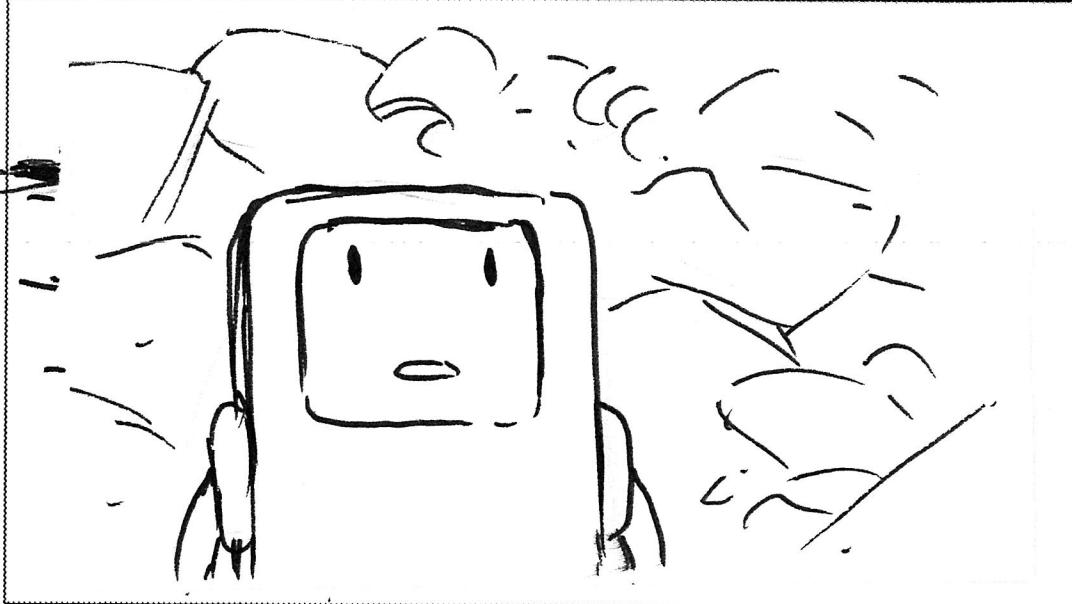
129

Pnl.

B

Bg.

day night



Sc.

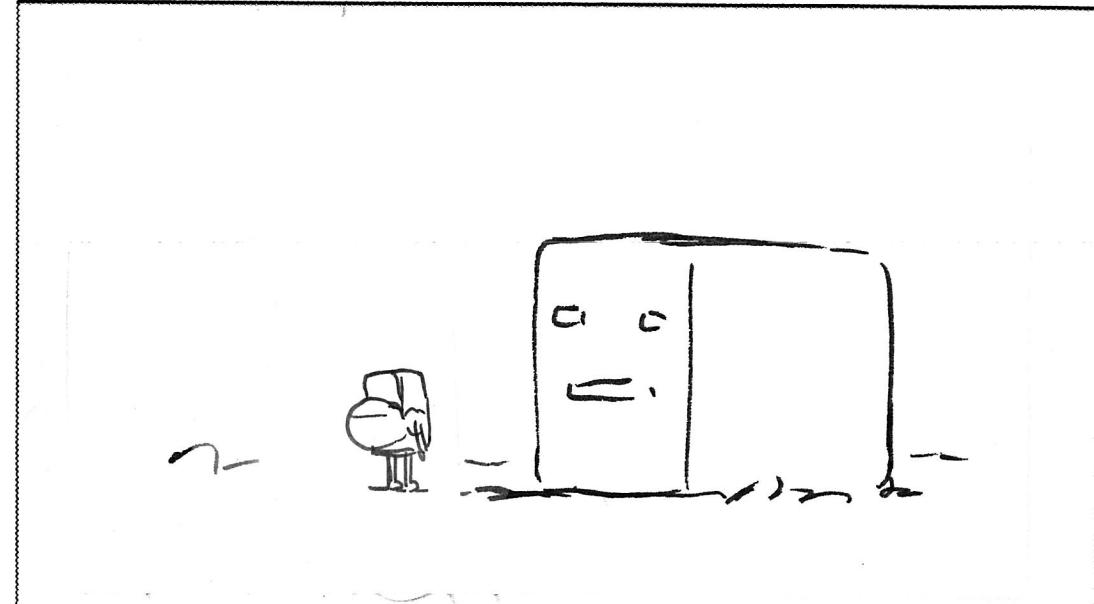
130

Pnl.

A

Bg.

day night



Dialog:

(BMO) Who are you?  
Are you >  
MO too?

Action:

Timing:

(MO+) Oh.. BMO No,, no,  
I.. am ALL  
mos...

Production :

1034-224

EPISODE #  
24

# ADVENTURE TIME



Page 158

Sc.

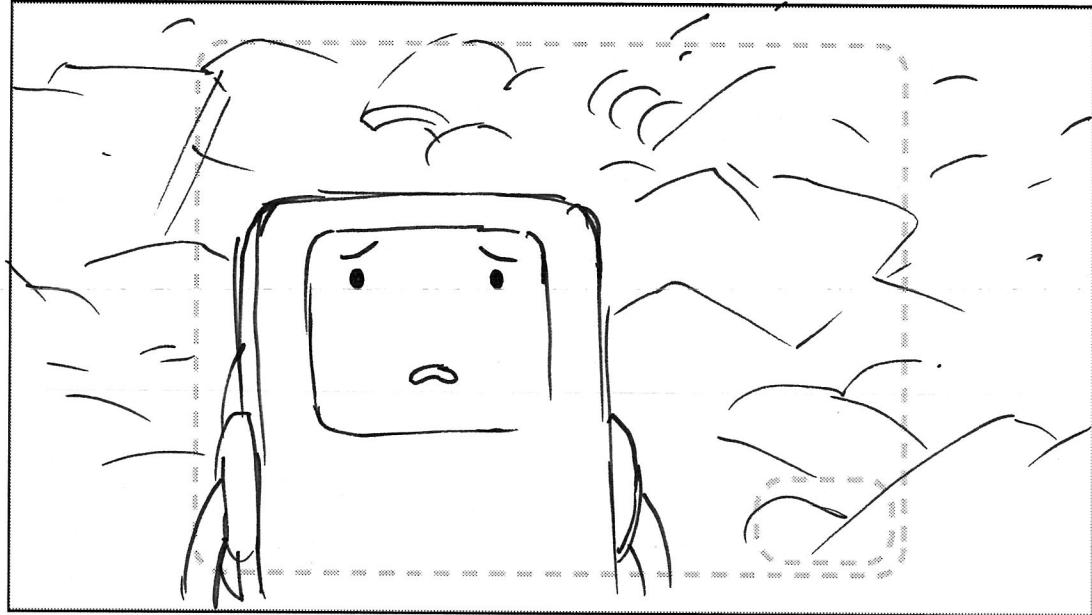
131

Pnl.

A

Bg.

day night



Sc.

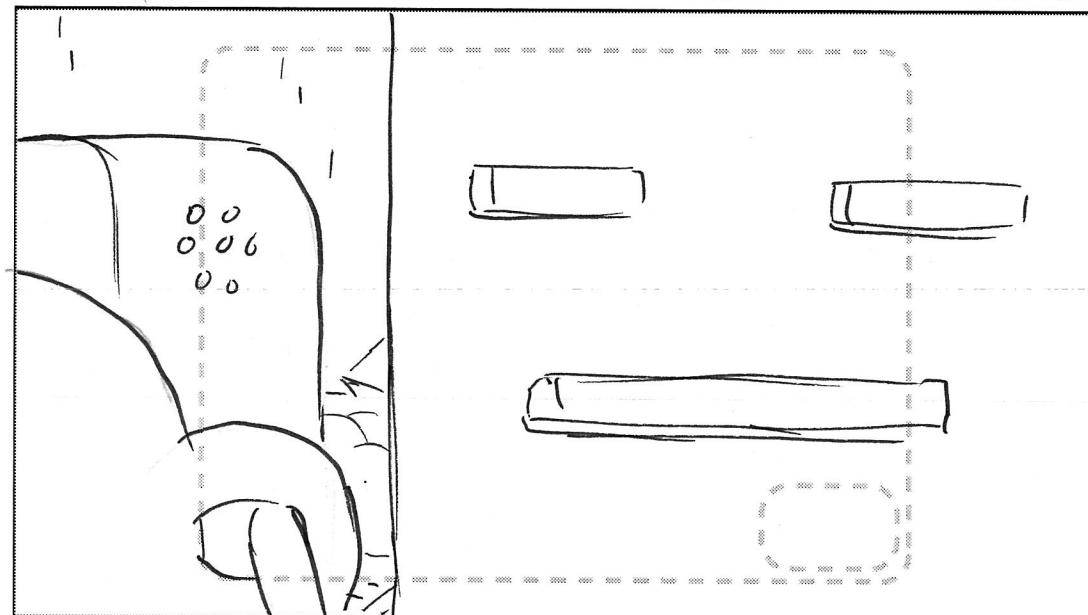
132

Pnl.

A

Bg.

day night

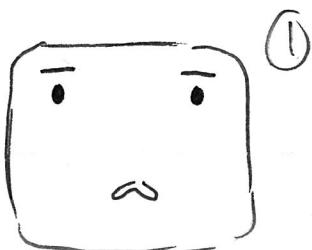


Dialog:

(BMO) All... Mo's? ... I...  
I don't understand.

(ALLMO) Of course not - I'M so sorry -  
let me explain...

Action:



Timing:

EPISODE #

Production :

1034-224

# ADVENTURE TIME



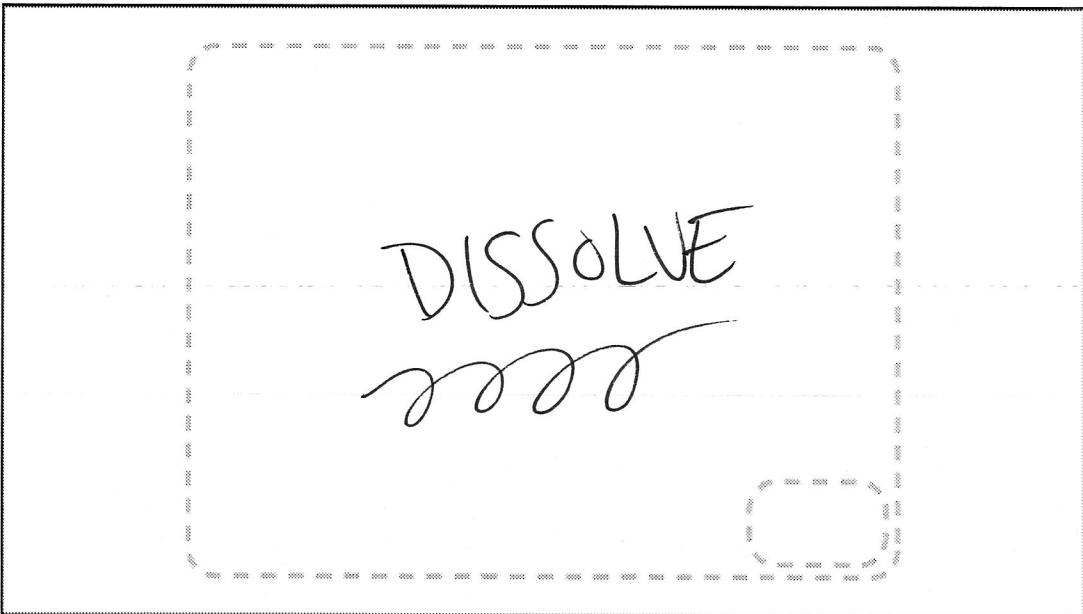
Page 159

Sc.

Pnl.

Bg.

day night

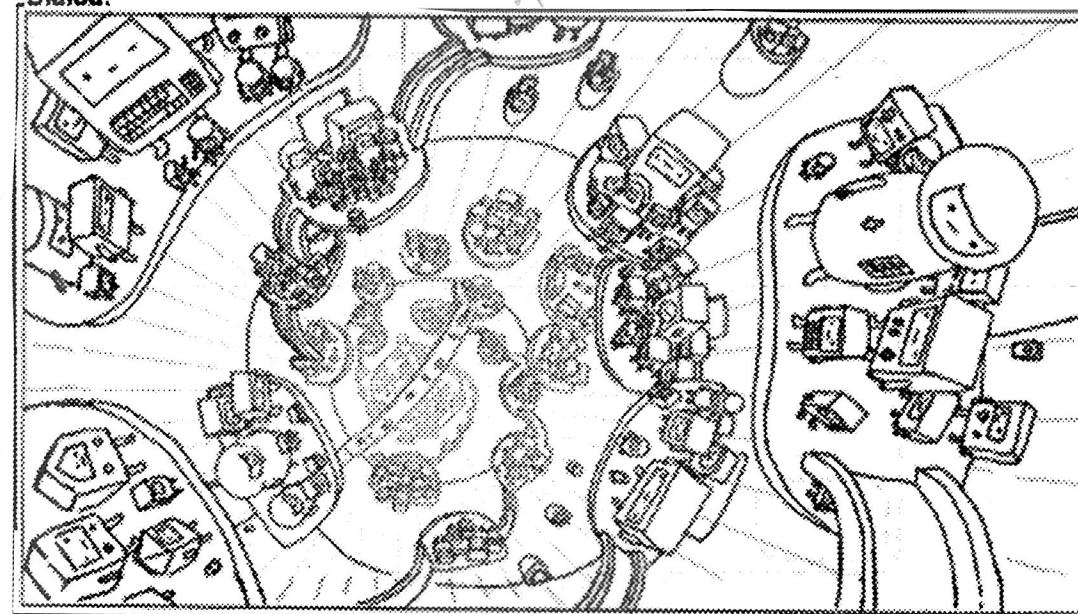


Sc.

133 Pnl. A

Bg.

day night



EPISODE #

1034-224

26

Dialog:

ALL/Mo VO Peace had reigned at  
Mo's wondrous factory for a hundred  
hundred years...

Action:

[reuse "Be More" footage]

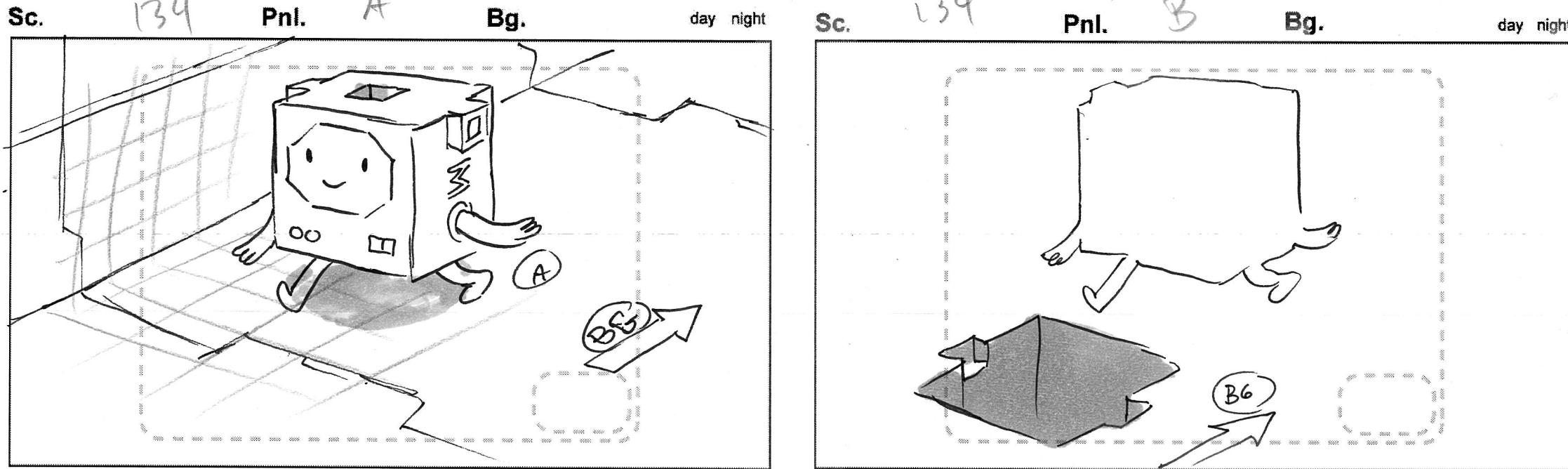
Timing:

Production :

# ADVENTURE TIME

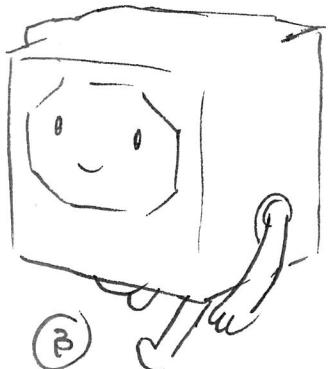


Page 160



Dialog:

(ALLMO) v0: There was a place for every Mo, →



Action:

- (Mo) (square Mo) walks down corridor.

Timing:

1034-224

EPISODE # 27

Production :

# ADVENTURE TIME



Page 161

Sc.

134

Pnl.

C

Bg.

day night

Sc.

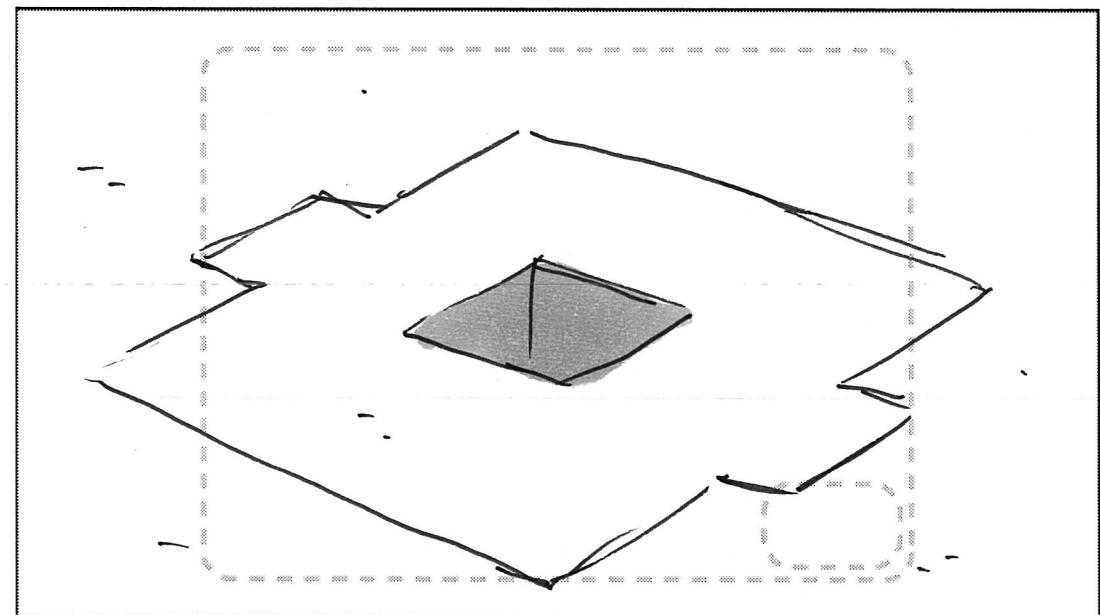
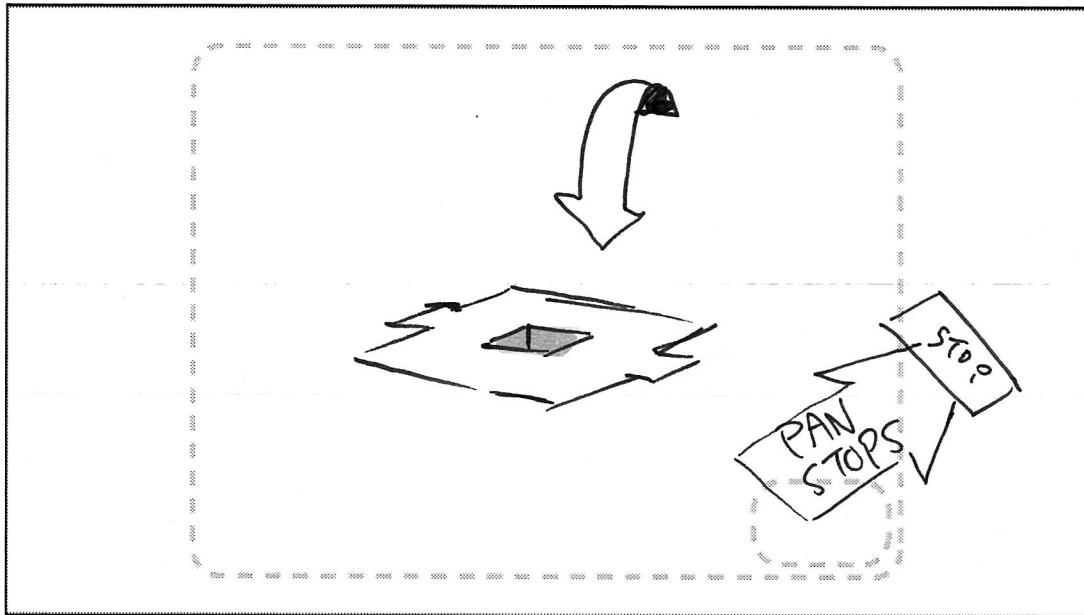
135

Pnl.

A

Bg.

day night



Dialog: SFX: Shunk

ALLMO VO

→ 2nd every MO was in its place.

Action:

- Squaremo sinks into custom slot

Timing:

Production :

EPISODE #

1034-224

# ADVENTURE TIME



Page 162

Sc. 135

Pnl. B

Bg.

day night

Sc.

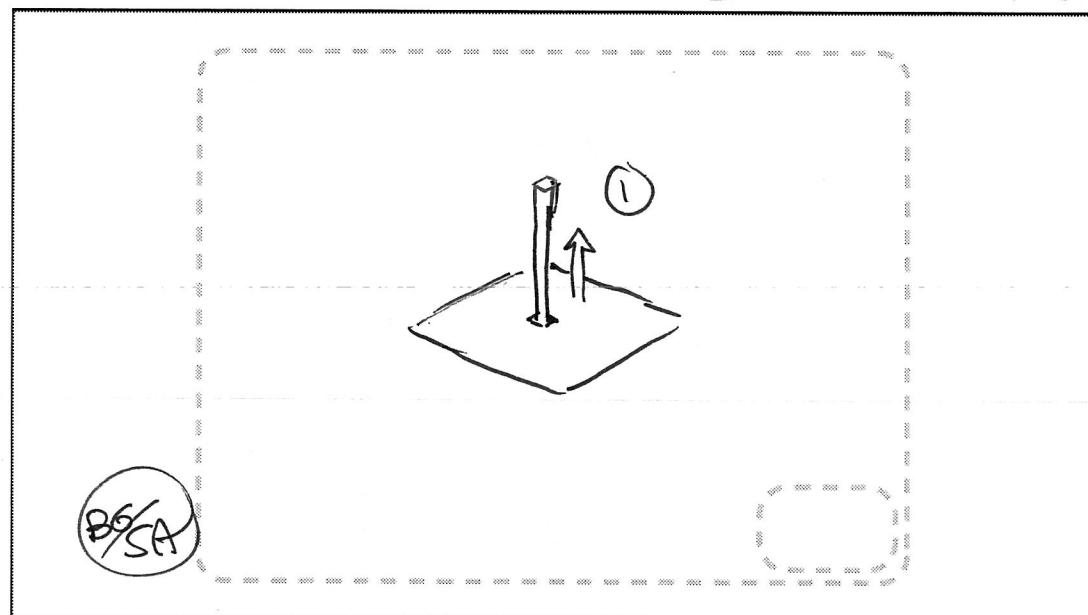
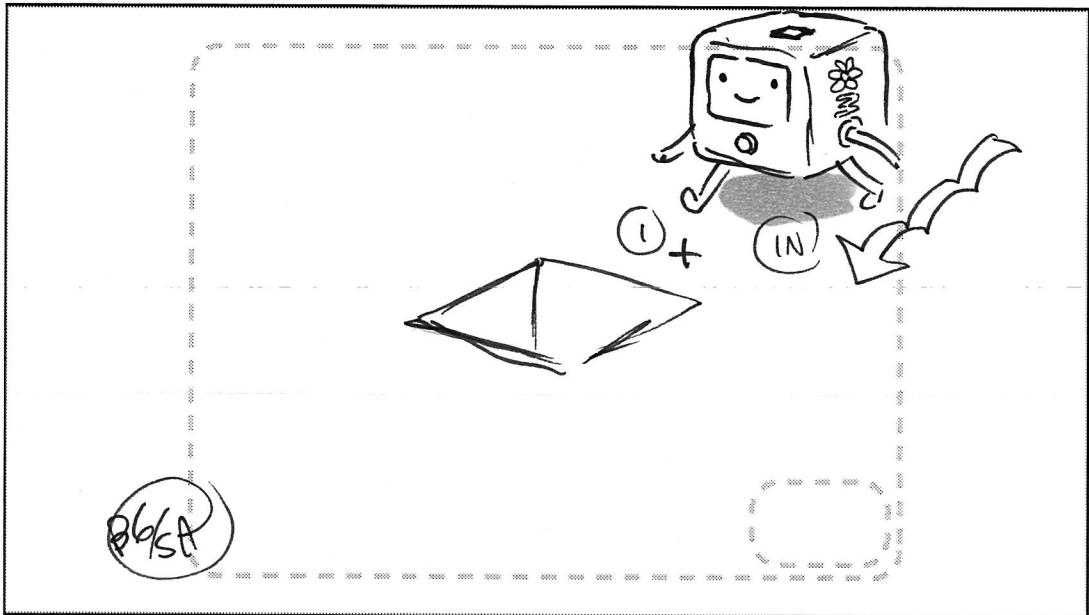
135

Pnl.

C

Bg.

day night



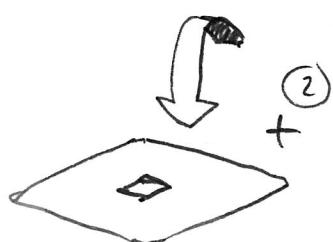
Dialog:

SFX: :shunk:

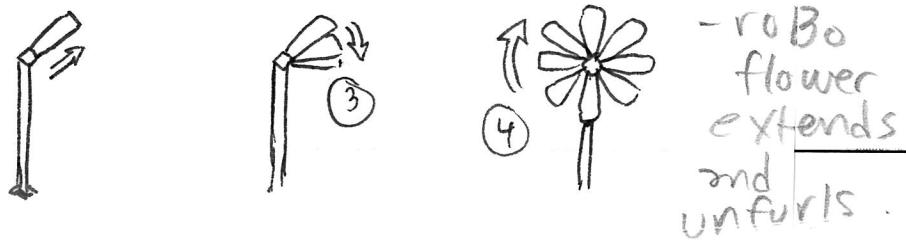
SFX: zzzt... zzzzzzzz.

Action:

- flowerMo walks in  
and also sinks into  
custom slot.



Timing:



Production :

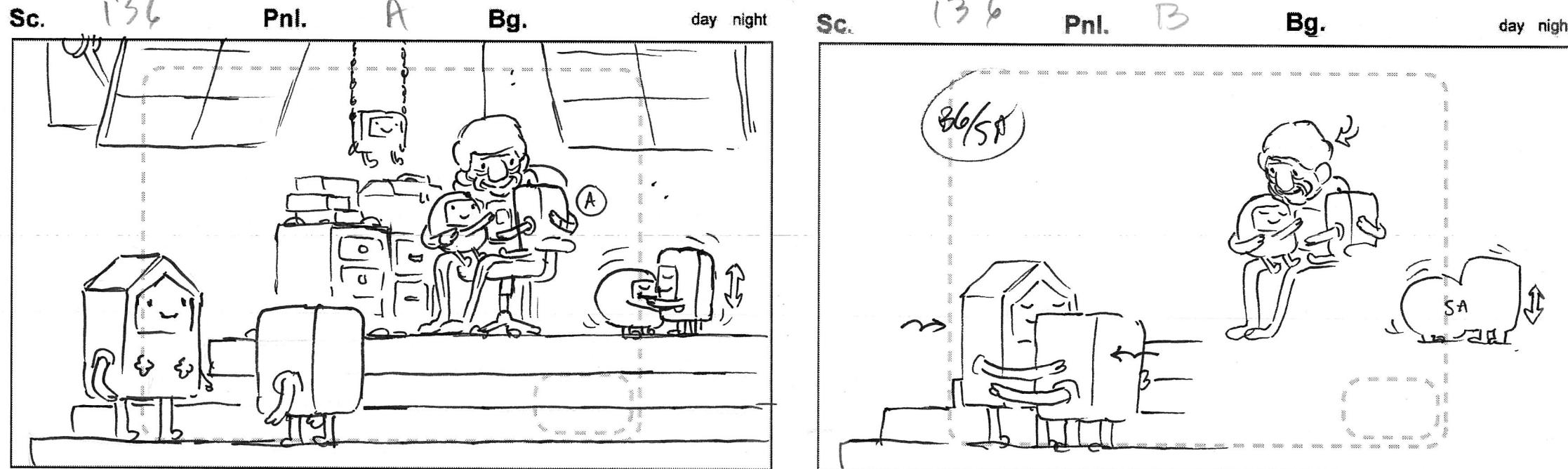
1034-224

EPISODE #  
29

# ADVENTURE TIME



Page 163



Dialog:

(All Mo.) VO And if you wanted a  
free hug, all you had to  
do was ask, →

no one could say no -  
it was a rule.

Action:

- Mo's embrace and caress

Timing:



A B A B A B A

# ADVENTURE TIME



Page 164

Sc. 137

Pnl. A

Bg.

day night

Sc.

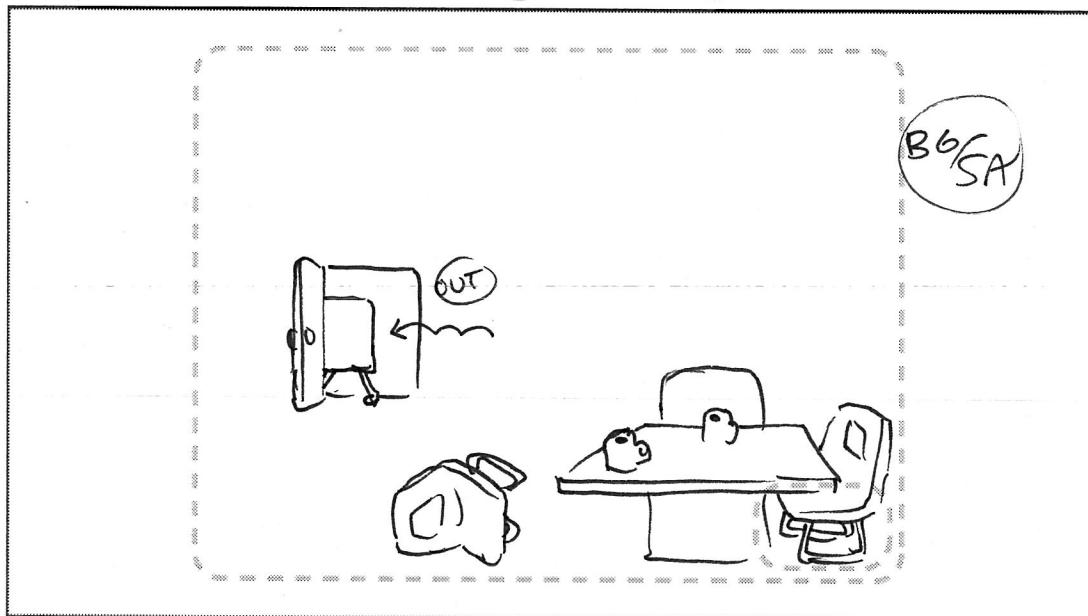
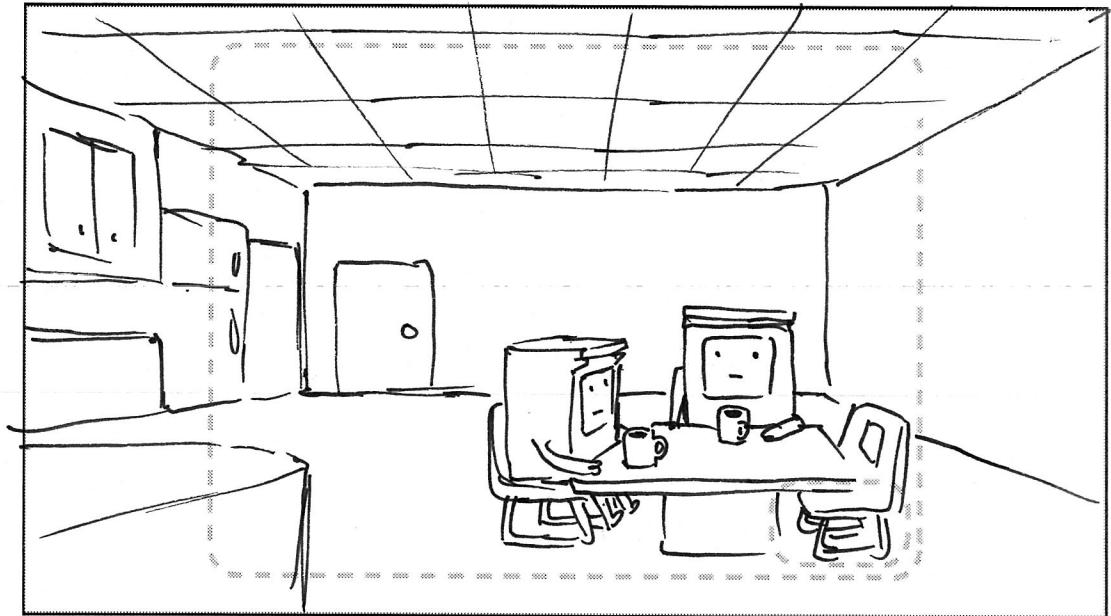
137

Pnl.

B

Bg.

day night

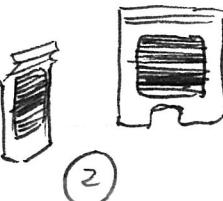


Dialog:

(A) **Mo**

until one fateful day; yesterday - when a mysterious  
viral signal →

Action:



- Mo's screens go blank, then they walk out  
of room - zombified.

Timing:

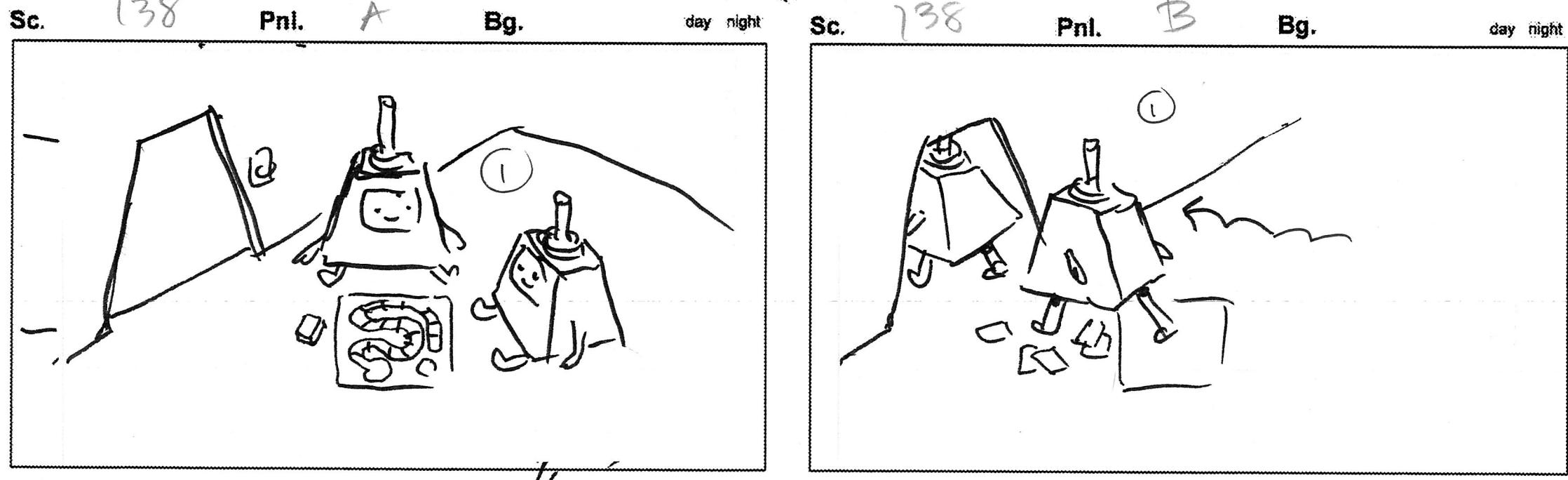
EPISODE #  
1034-224

Production :

# ADVENTURE TIME



Page 165



EPISODE # 1034-224

32



Production :

# ADVENTURE TIME



186

Page \_\_\_\_\_

Sc.

139

Pnl.

A

Bg.

day night

Sc.

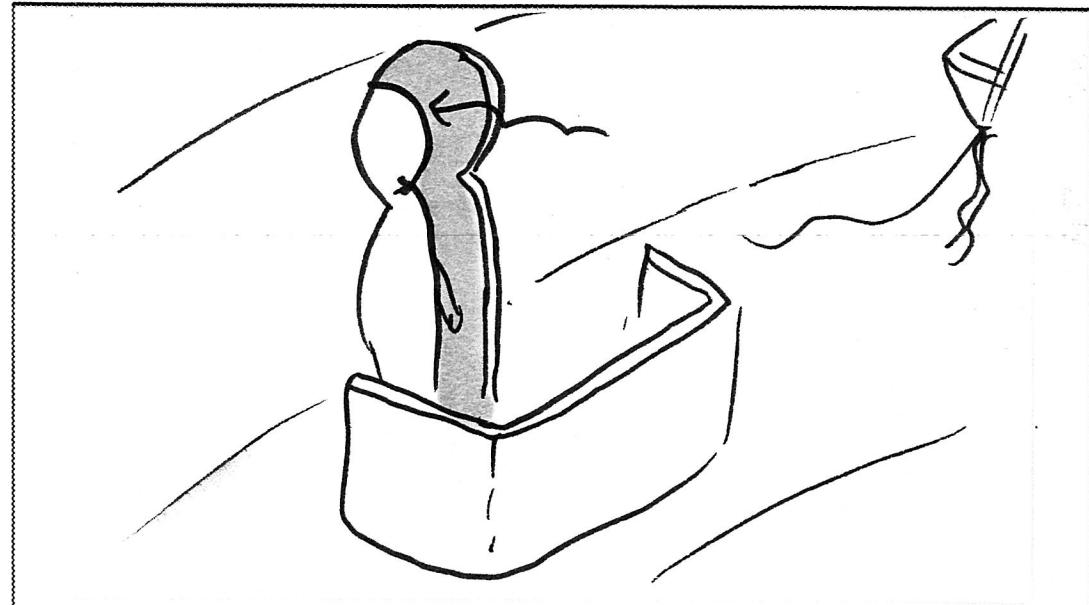
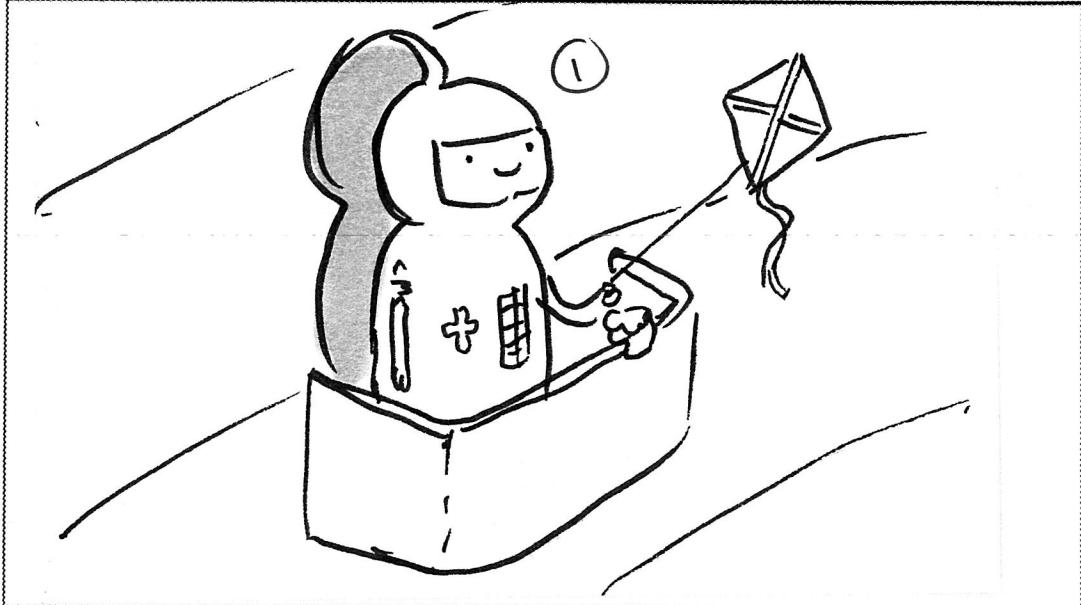
139

Pnl.

B

Bg.

day night



Dialog:

ALMNO:  
VO

→ broadcast  
throughout  
the factory →

Action:



Timing:

1034-224

33

Production :

# ADVENTURE TIME



Page

167

Sc.

139

Pnl.

C

Bg.

day night

Sc.

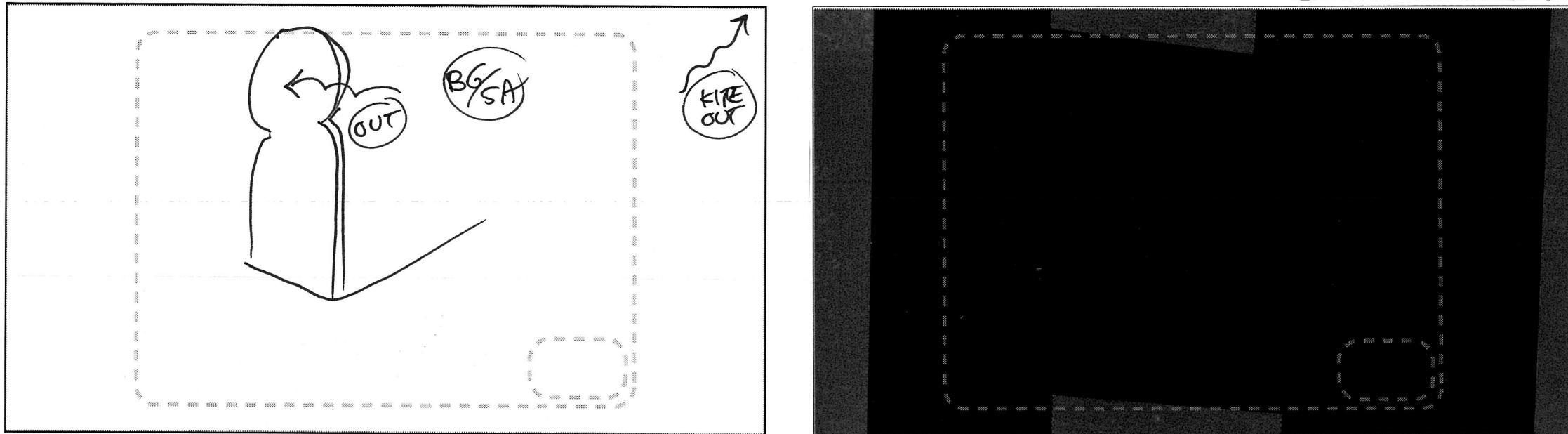
140

Pnl.

A

Bg.

day night



Dialog:

Action:

Timing:

Production :

EPISODE #

34

1034-224

# ADVENTURE TIME



Page 168

Sc.

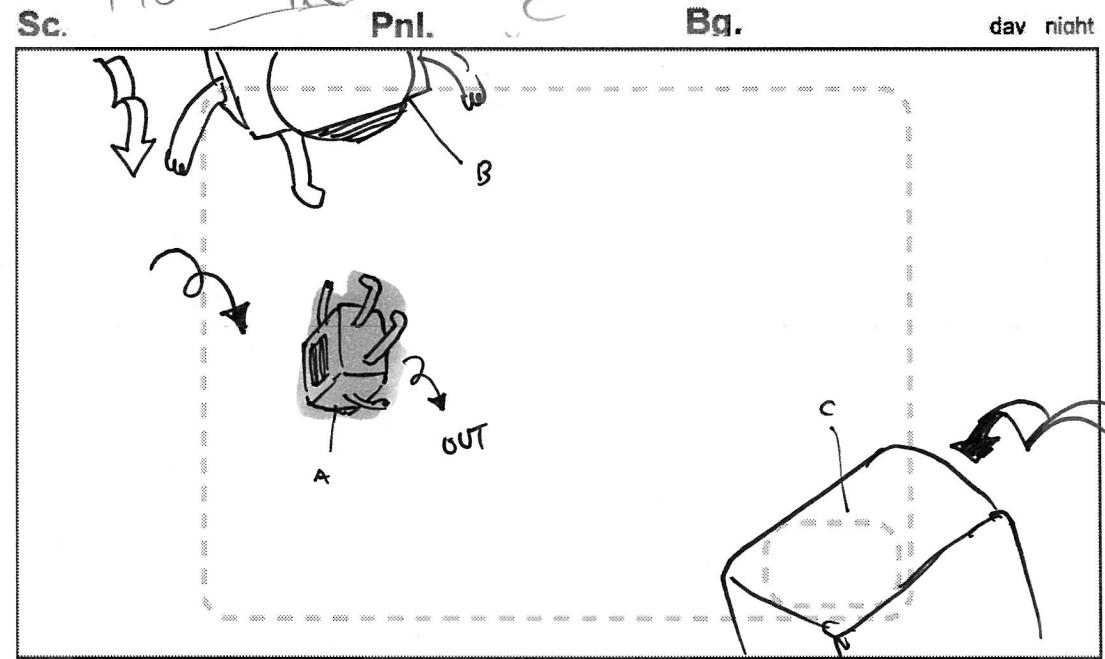
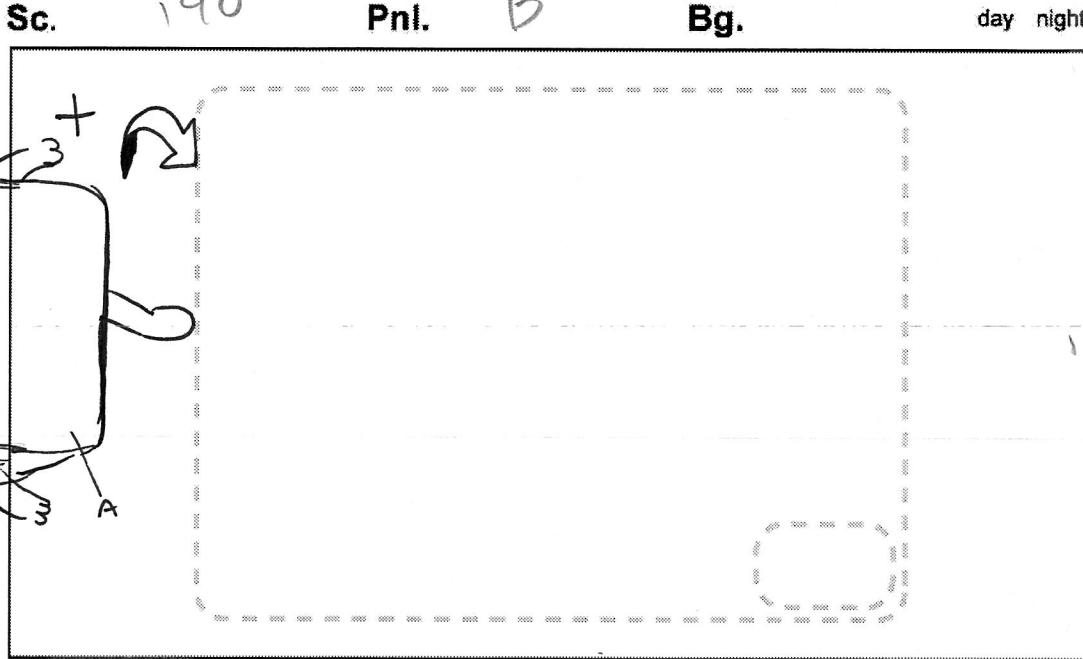
140

Pnl.

B

Bg.

day night



<b>Dialog</b>	(1) +	<b>ALL MO VO</b> → instructing all us Mos to do somersaults into the trash compactor all day long. SFX: crunch crush smash →
<b>Action</b>	-	- Mos fade into blackness the further they fall into the hole
<b>Timing</b>	-	- Mo's tumble into black hole

PANEL represents overhead view of hole.

Production :

1034-224

EPISODE #

35

# ADVENTURE TIME



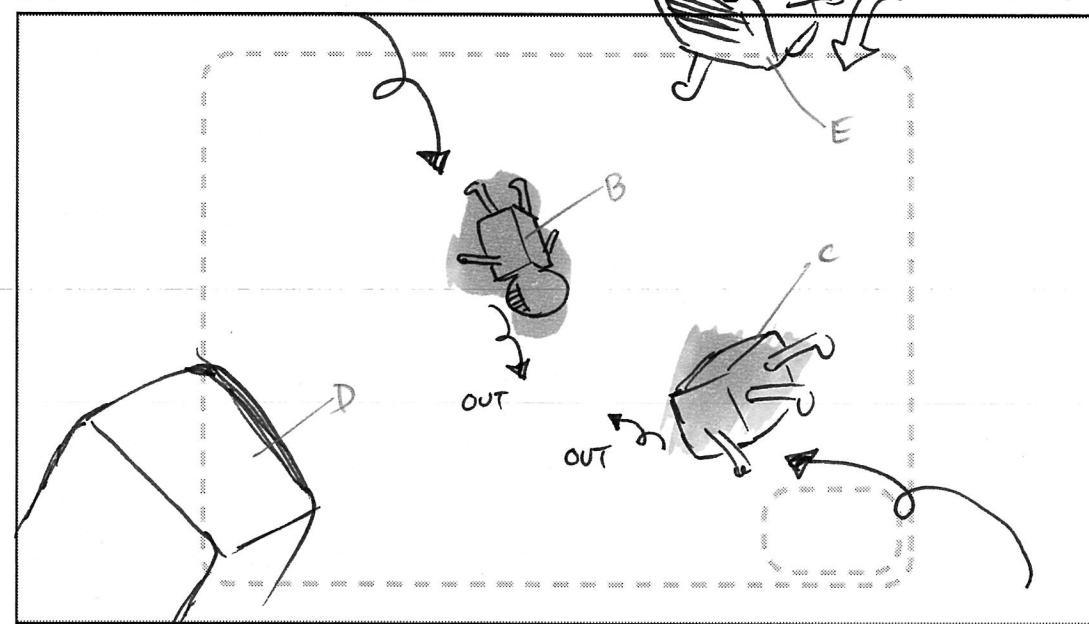
Page 169

Sc.

140

Pnl.

D



Sc.

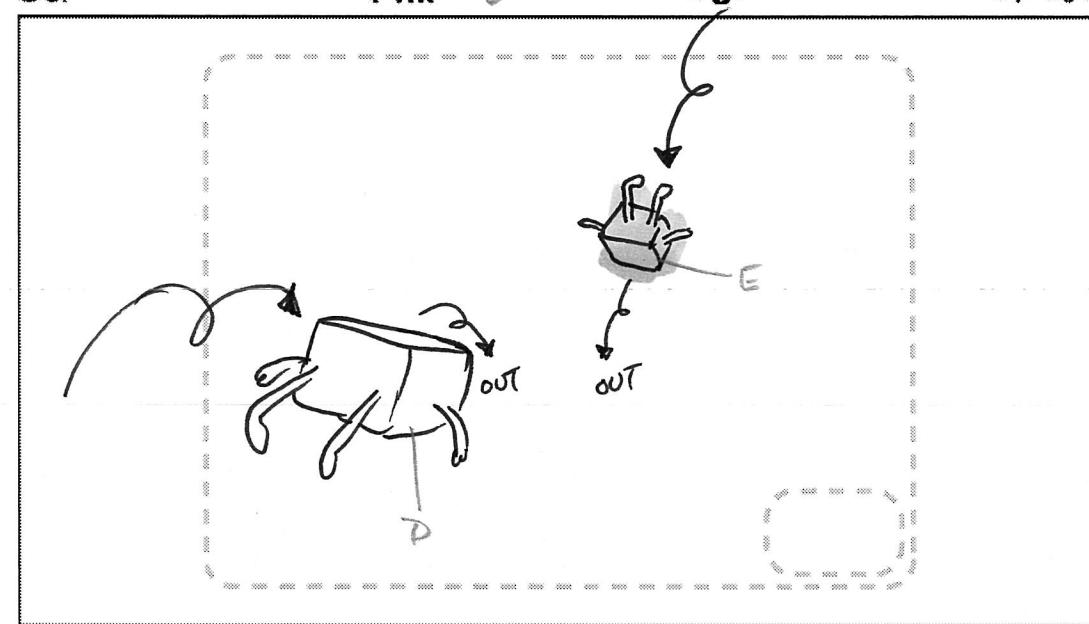
140

Pnl.

E

Bg.

day night



Dialog:

Action:

Timing:

EPISODE #

35

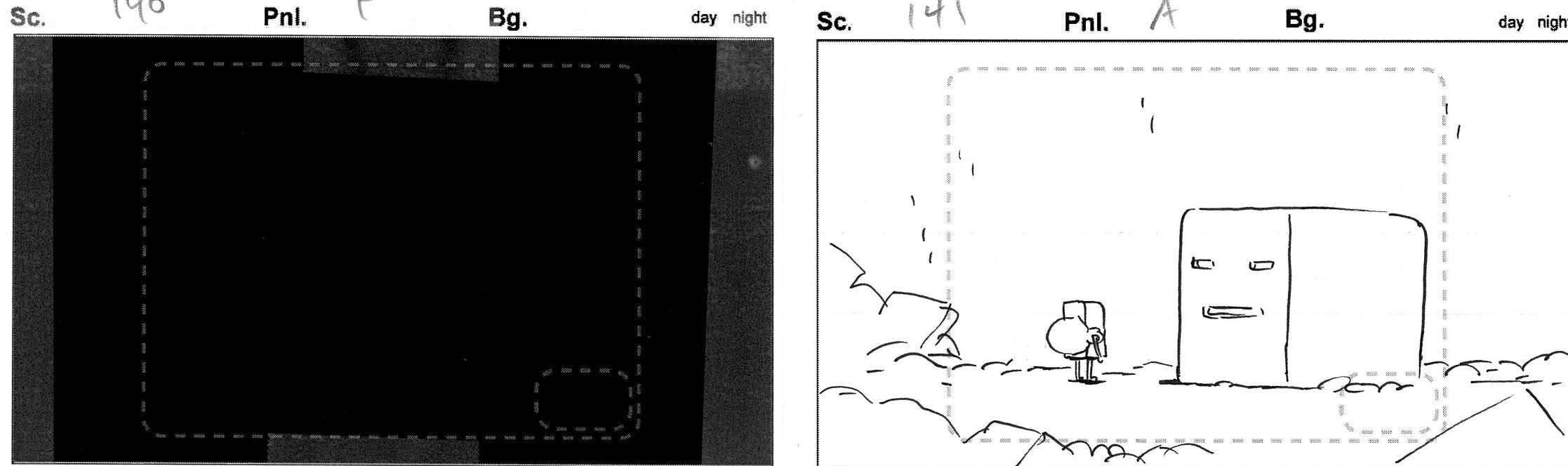
Production :

1034-224

# ADVENTURE TIME



Page 170



Dialog:	BMO (OS): ..that's horrible...	ALLMO: ...and we've been trapped here, all smushed together, ever since.
Action:		
Timing:		

Production :

EPILOGUE #

37

1034-224

# ADVENTURE TIME



Page 171

Sc.

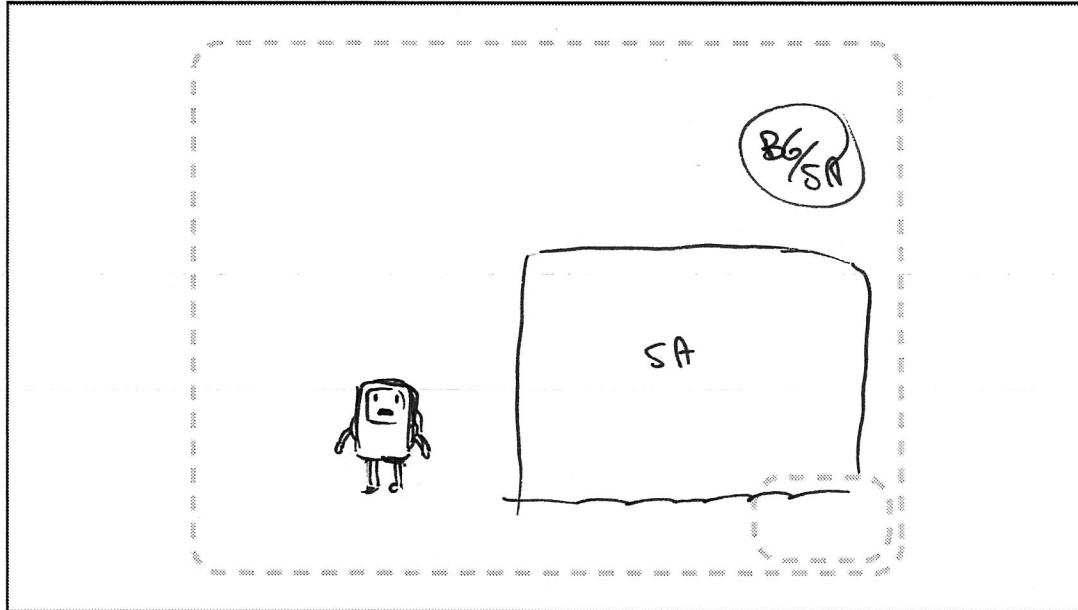
141

Pnl.

B

Bg.

day night



Sc.

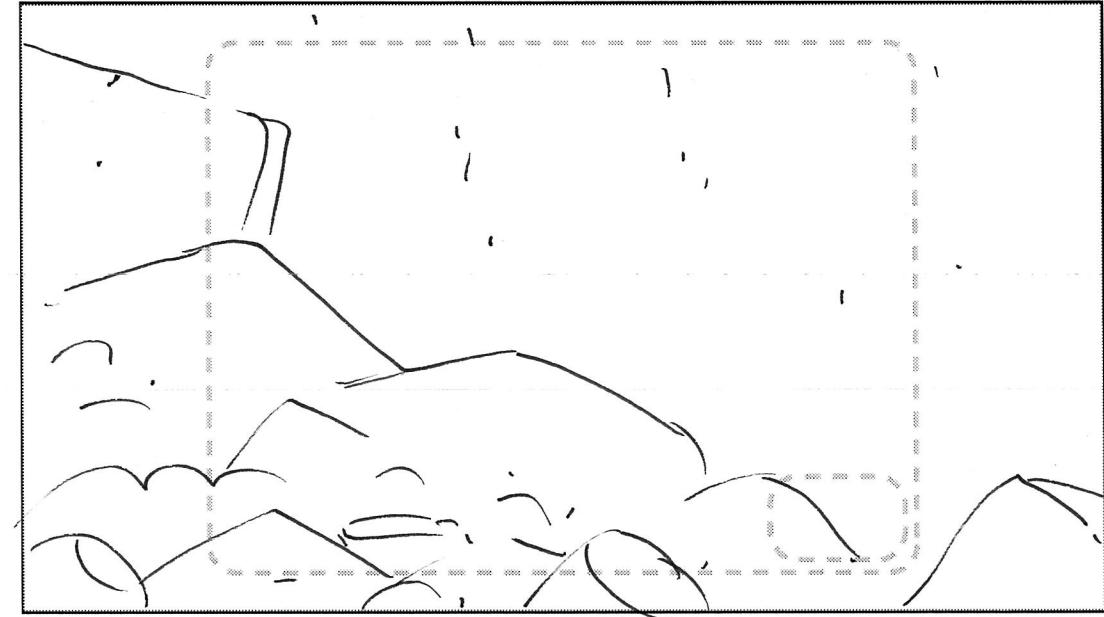
142

Pnl.

A

Bg.

day night



Dialog:

(BMO) that's horrible too...

Action:

Timing:

EPISODE #

38

Production :

1034-224

# ADVENTURE TIME



Sc.

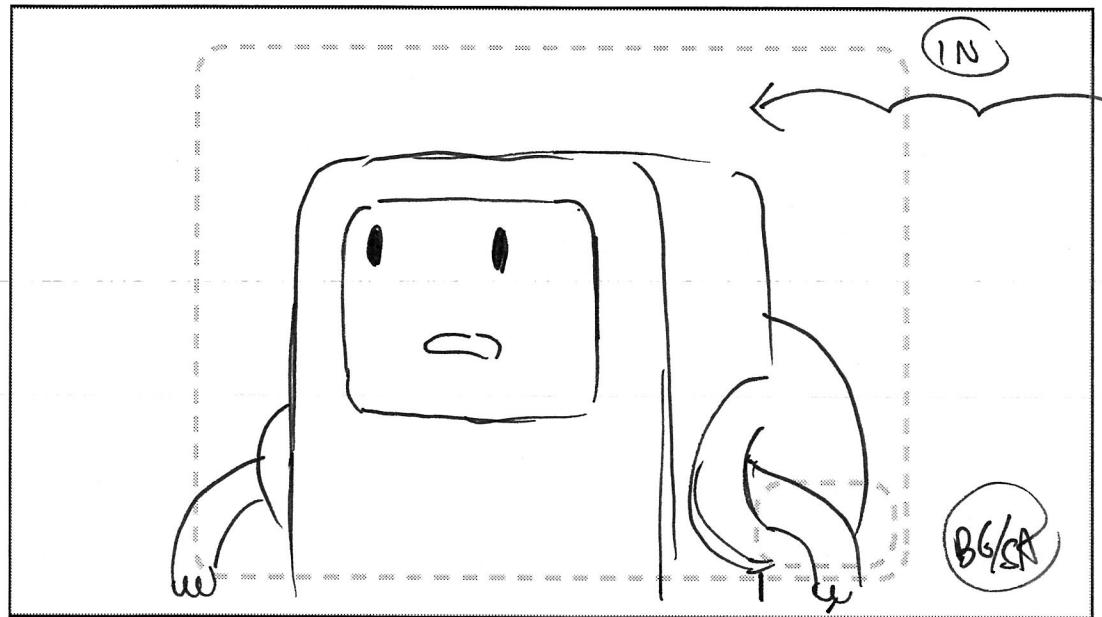
142

Pnl.

B

Bg.

day night



Sc.

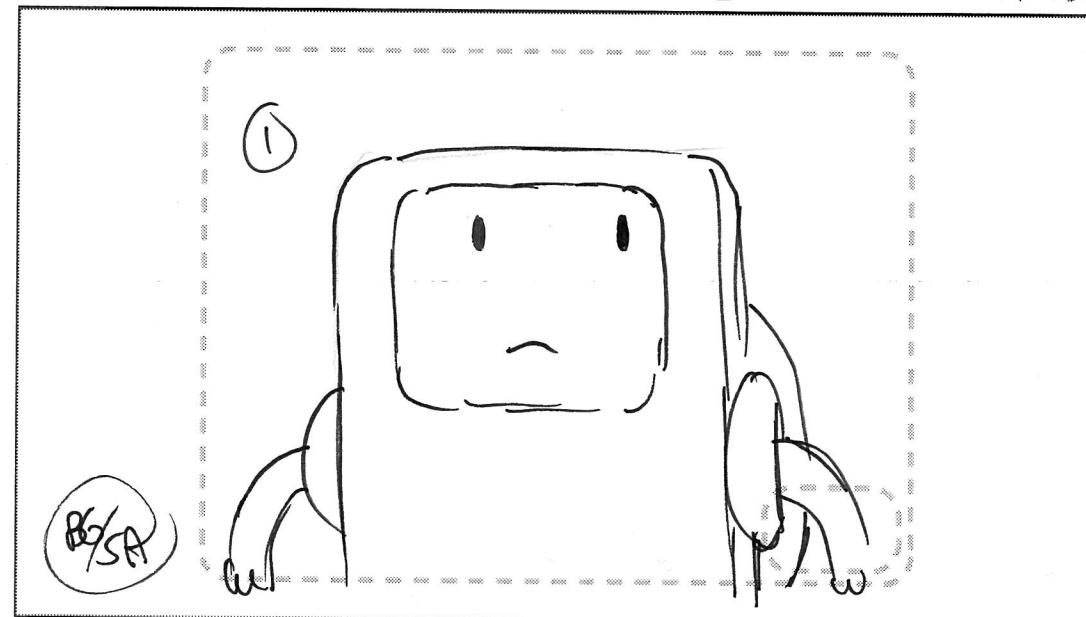
142

Pnl.

C

Bg.

day night



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EPISODE #

39

1034-224



# ADVENTURE TIME



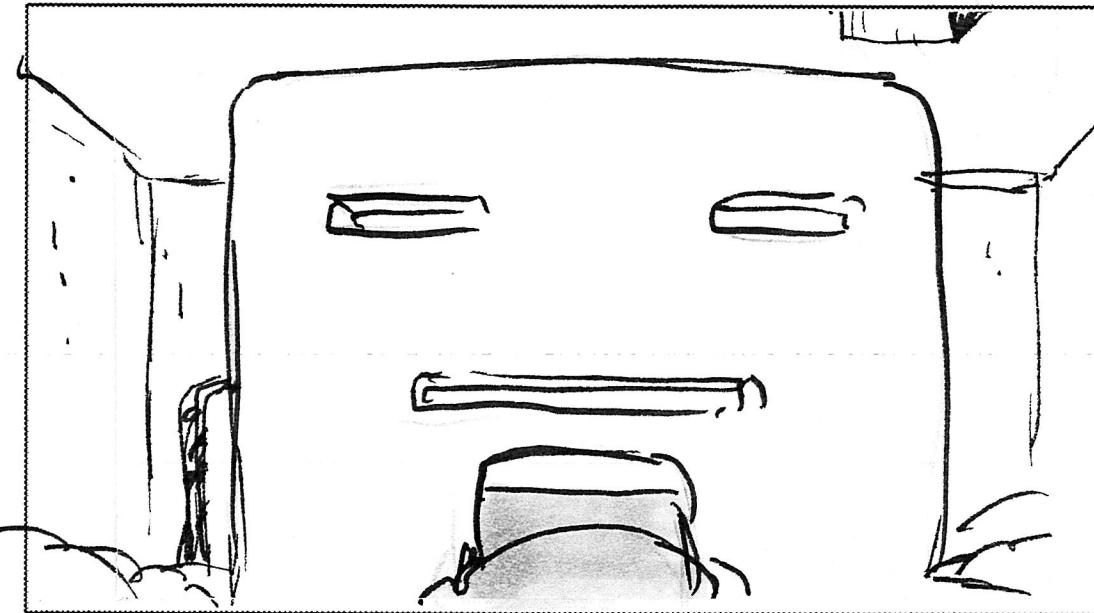
Page 173

Sc. 143

Pnl. A

Bg.

day night

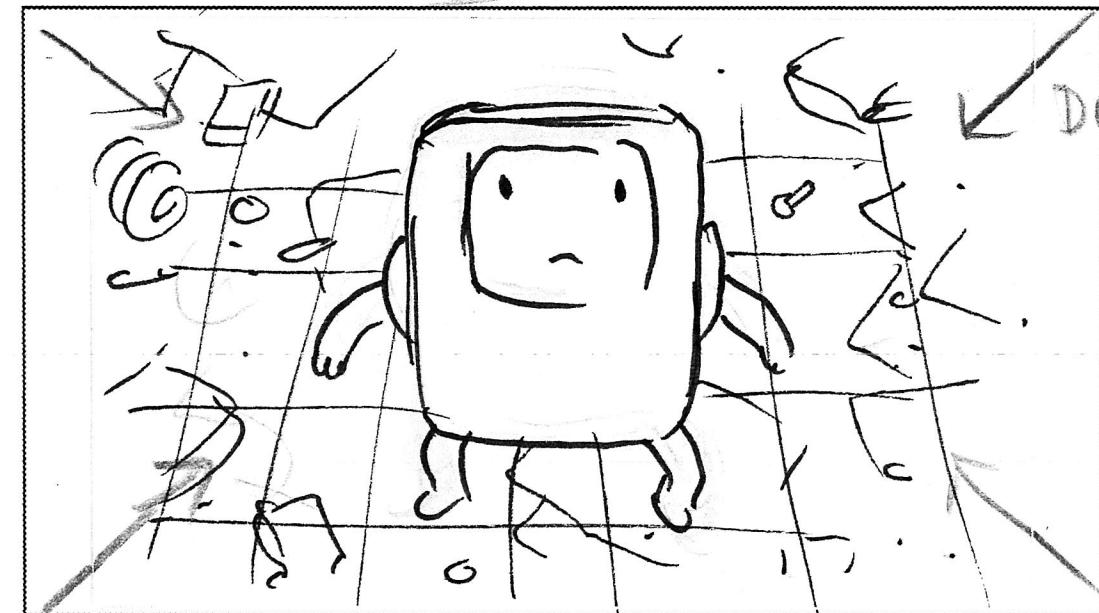


Sc. 144

Pnl. A

Bg.

day night



Dialog:

**ALMO** You're the  
key

→ only you can  
save us now...

Action:

Timing:

**END  
PART 1**

EPISODE #

40

Production :

1034-224